

# “Guardians of Sunshine”

## 1002-042

### Network Pitch

Date 07/16/10



Board Team Final



Creators Pass



Network Approval 07/16/10



Recording/Standards Board



Revisionist Pass



Animatic Scan Board



Pre-Animatic Slug Board



Conformed to Animatic Board



Final

Adventure Time with Finn & Jake Created by  
Pendleton Ward

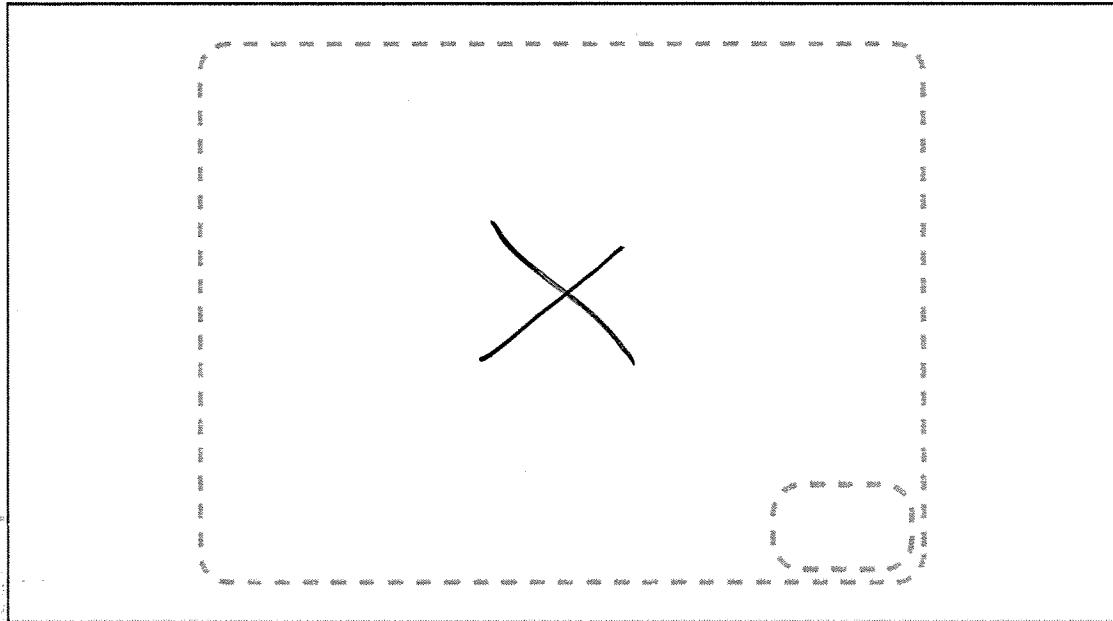
Creative Director  
Pat McHale

Storyboard by  
Ako Castuera & Thomas Herpich

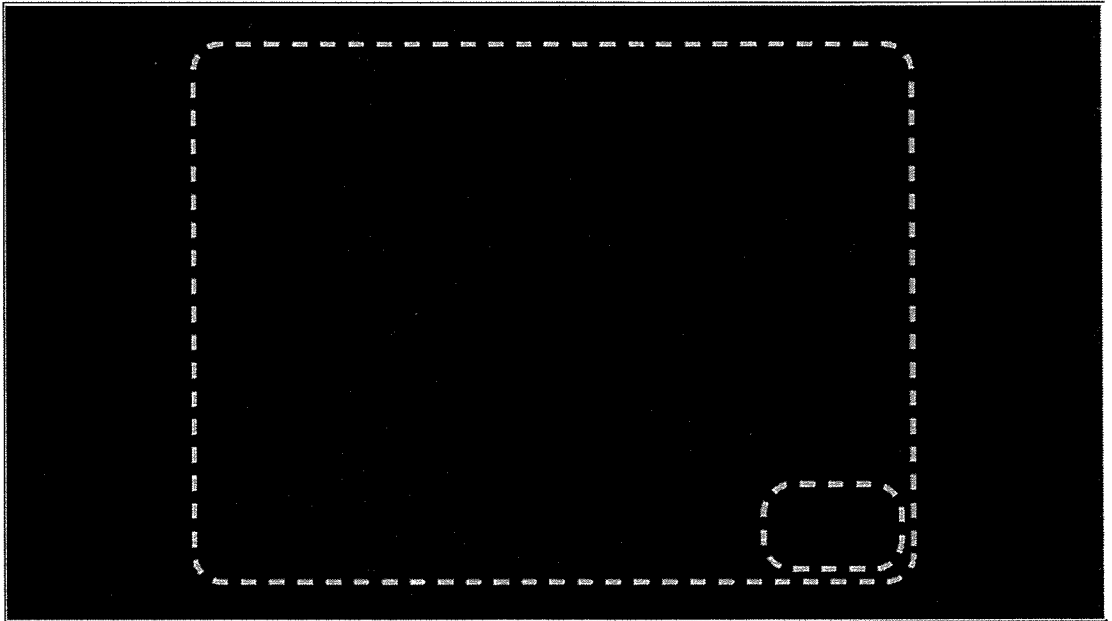
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night

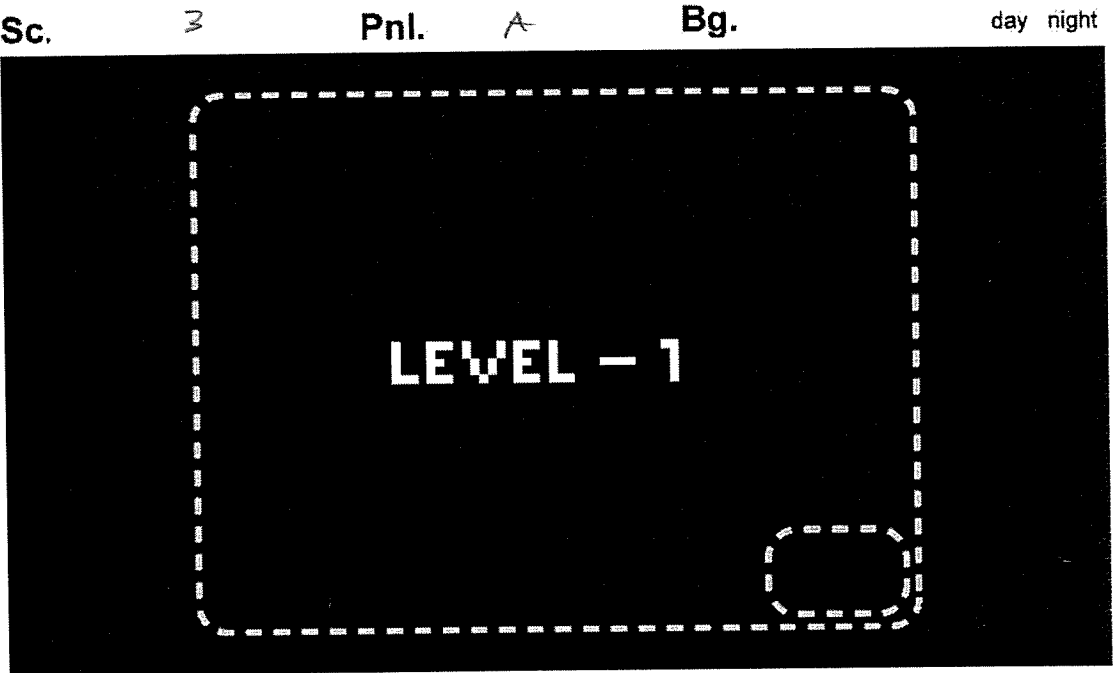
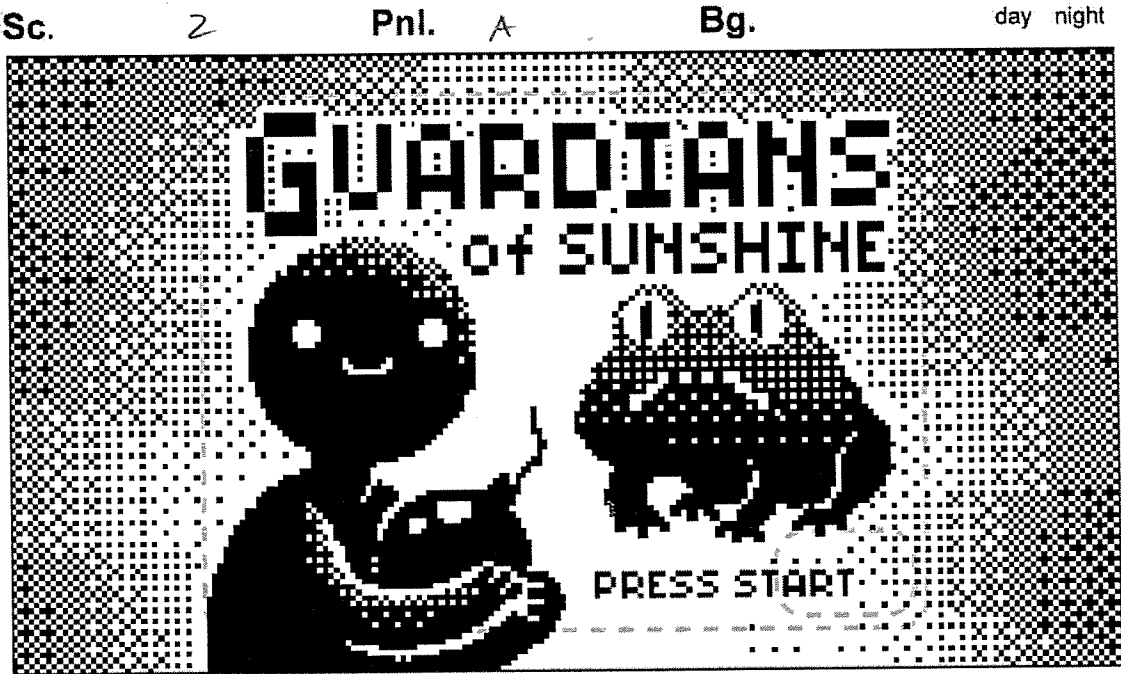


Dialog:
Action: silent black screen
Timing:

EPISODE # 100242  
Production :

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ADVENTURE TIME



Dialog:
Action: <ul style="list-style-type: none"><li>- "press start" flashes to indicate that the player has pressed start -</li></ul>
Timing:

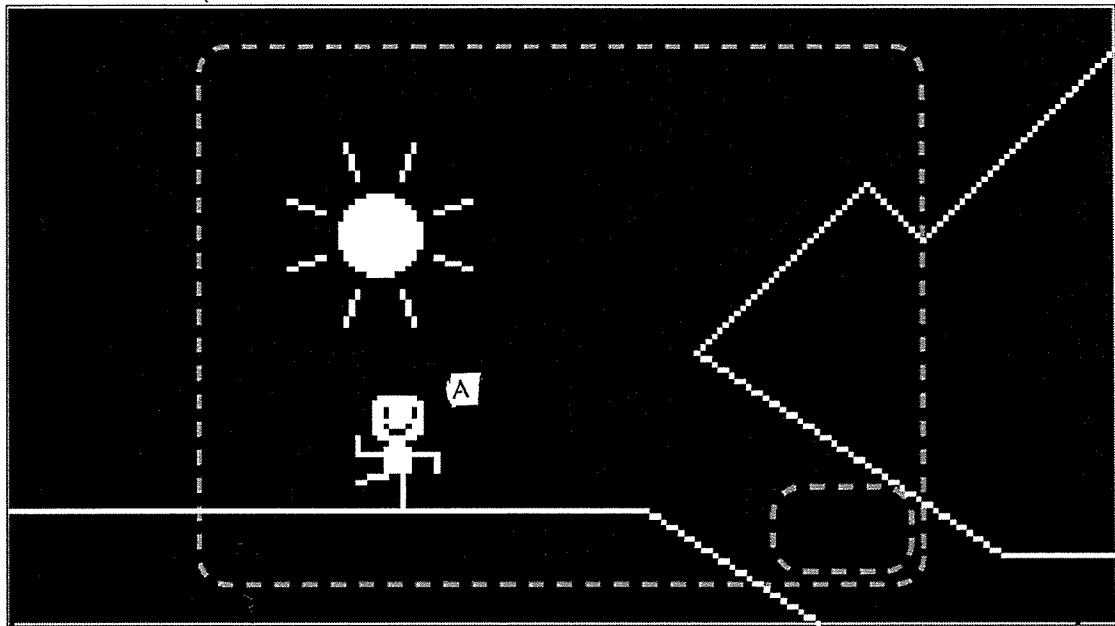
EPISODE # 100242

Production :

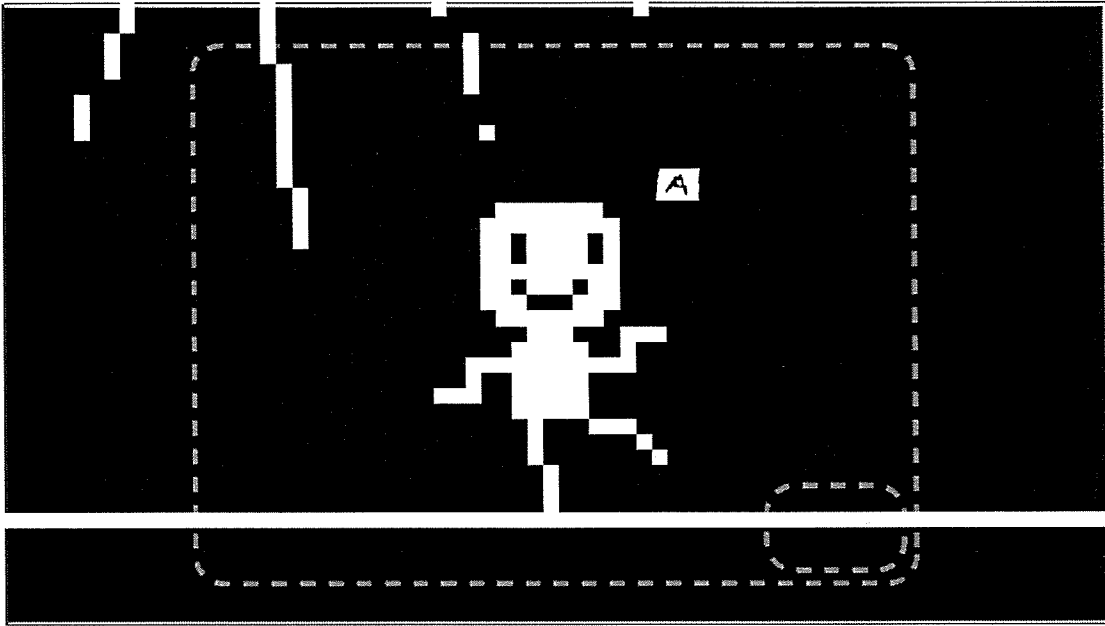
ADVENTURE TIME










Sc. 4 Pnl. A Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:	FINN (O.S.) Ha Ha! Yeah!	FINN (O.S.) look at this guy - he knows what's up!	 
Action:	 (B) sprite man dances (A) (B) (A) (B) (A) (B) etc -	- spriteman dances A B C D E F (repeat if necess.) - sunlight shines	 
Timing:			 

EPISODE # 100242

Production :









ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J:) (O.S.) ha ha - yeah!	 
Action:	sprite man dances A B C D E F	 
Timing:		 

EPISODE # 100242

Production :

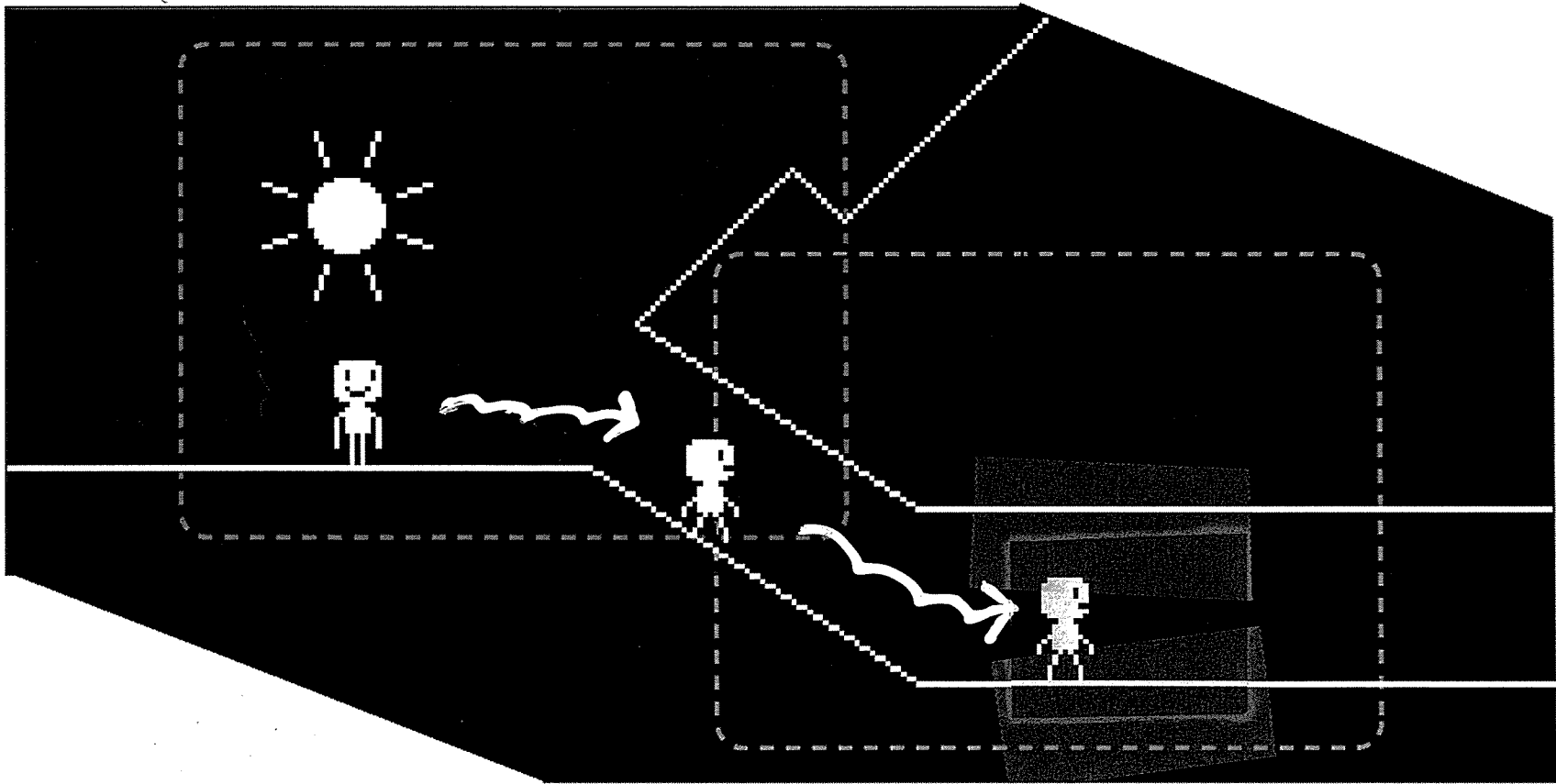
3A

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# ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Dialog:	(J:)... He knows how to get things started !
Action:	screen tracks SPRITEMAN so he stays in approximate center always (unless otherwise noted)
Timing:	

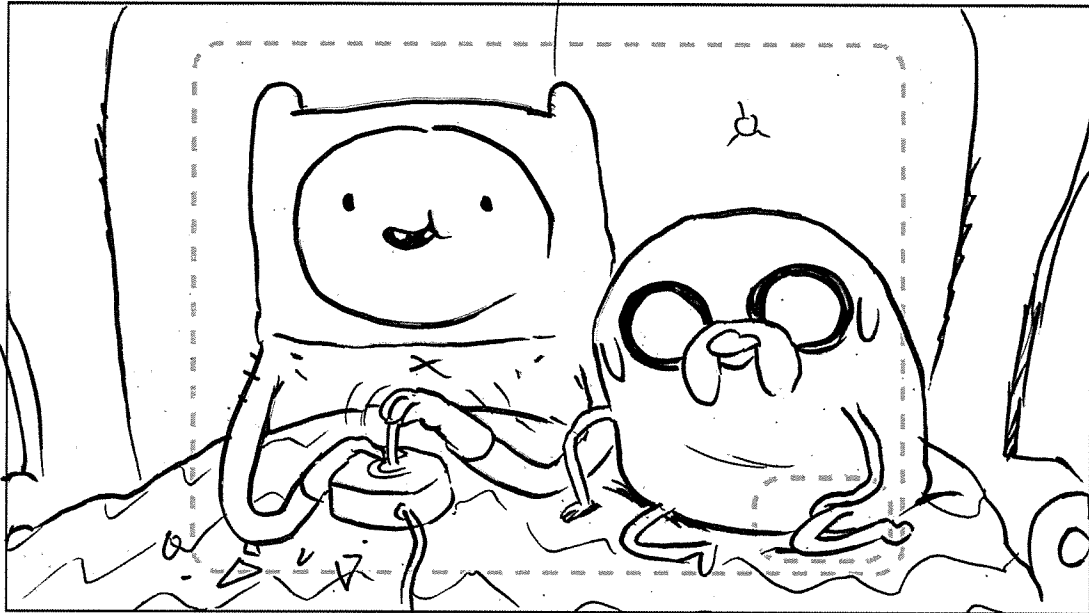
EPISODE # 100242

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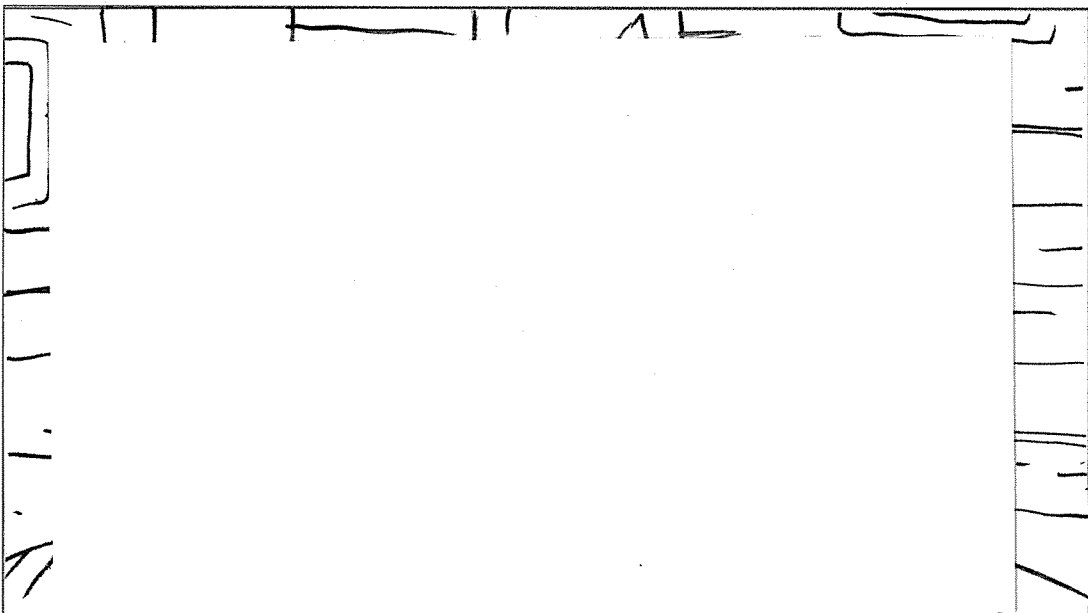
ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:

(F:) fire pit #1: easy peasy,  
livin' greazy!

Action:

Finn is covered by a  
COLORFUL AFGHAN, playing video games

Timing:

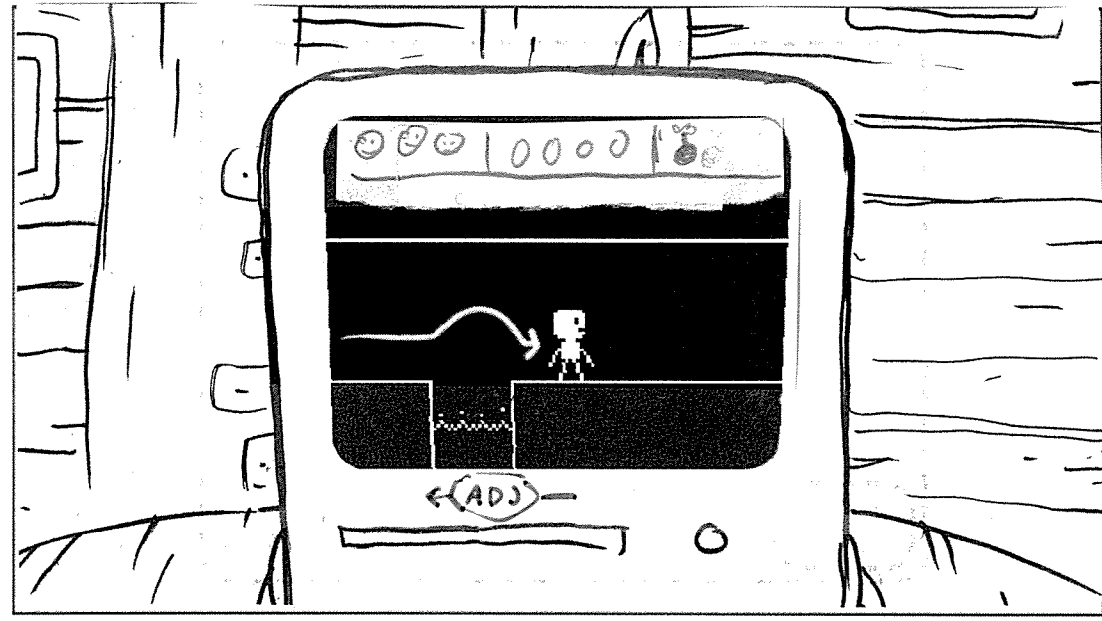
EPISODE # 100242

Production :

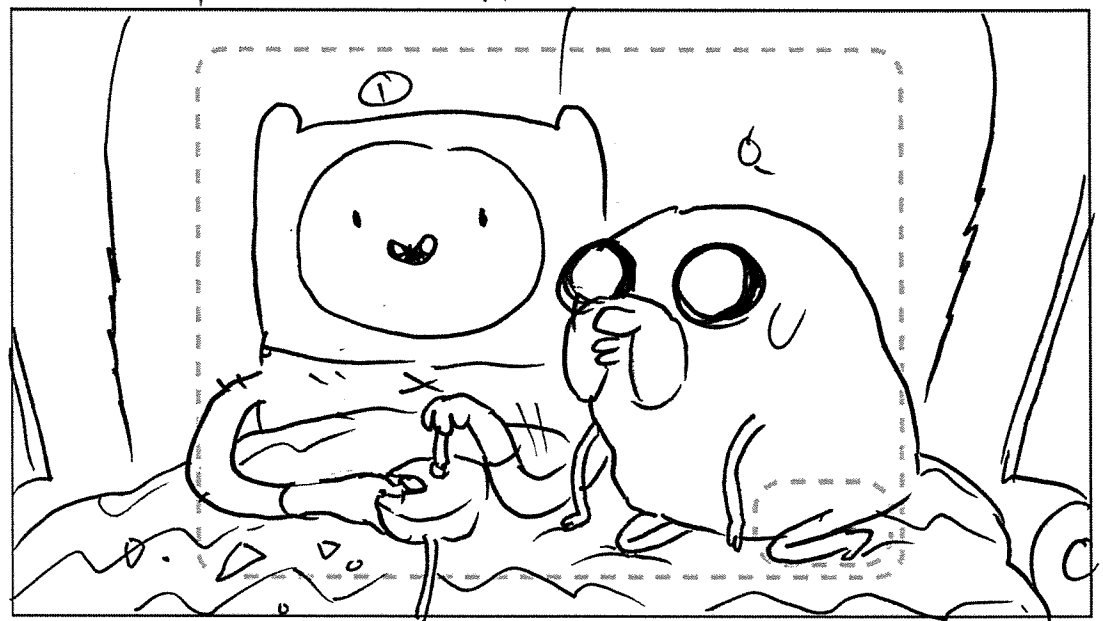
ADVENTURE TIME



Sc. 8 Pnl. B Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:	(F) ① Man - it's so easy ② you wonder why they- ① even put it there.
Action:	SPRITEMAN jumps the pit. Beemo's game BG adjusts to keep SPRITEMAN in center
Timing:	



EPISODE # 100242

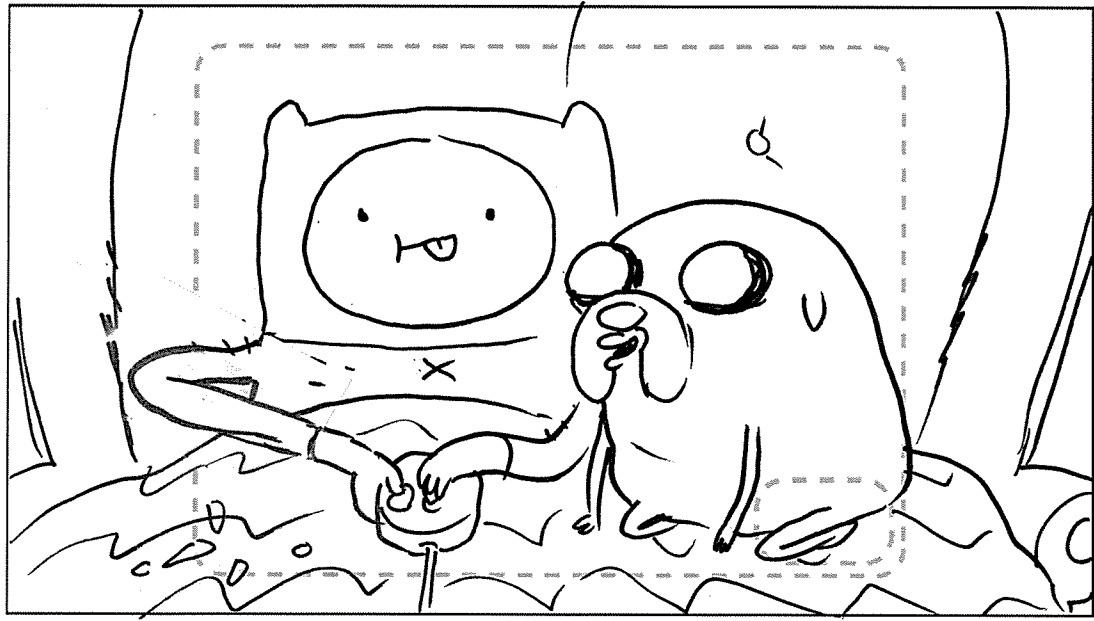
Production :

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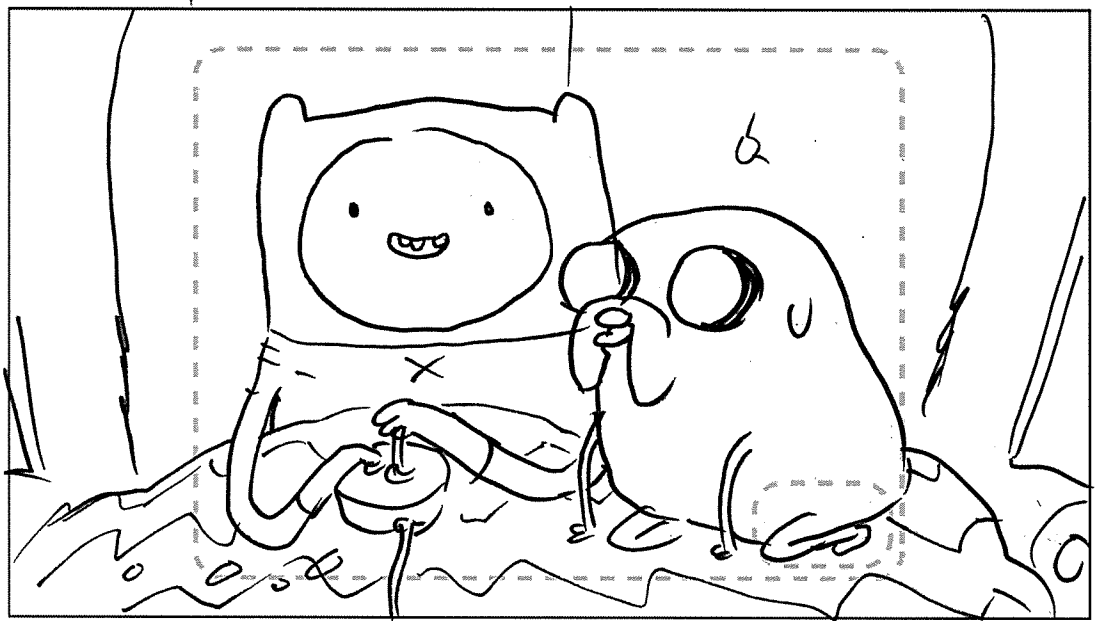
# ADVENTURE TIME



Sc. 9 Pnl. 8 Bg. day night



Sc. 9 Pnl. C Bg. day night



Dialog:	(J:) Ha ha - yeah. 's probly a computel gleech.	(F:) Ha ha!
Action:		
Timing:		

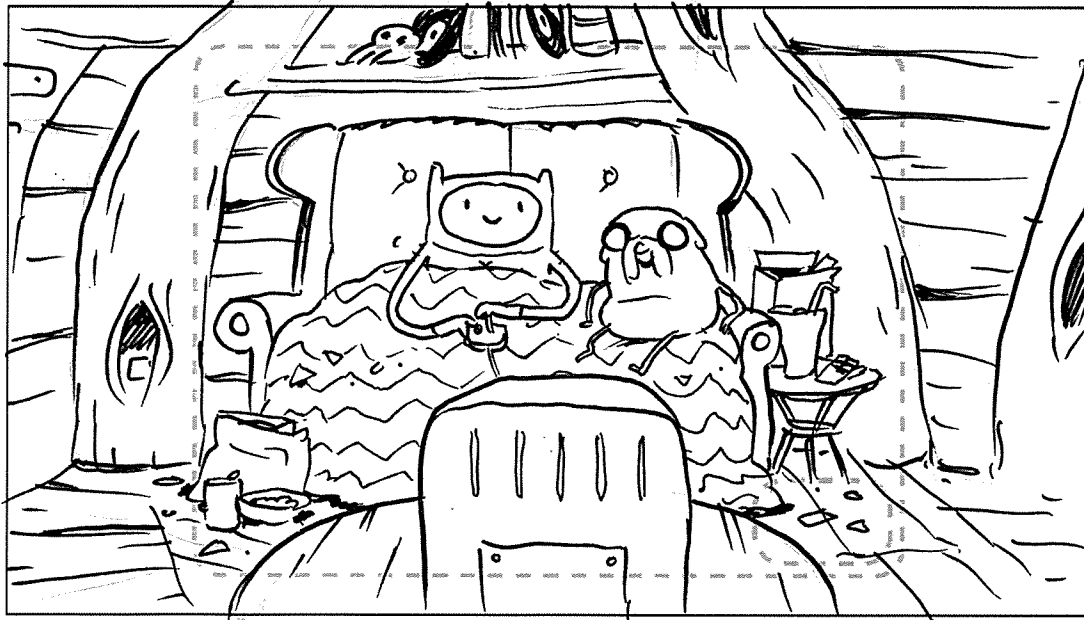
Production :  
EPISODE # 100242

# ADVENTURE TIME

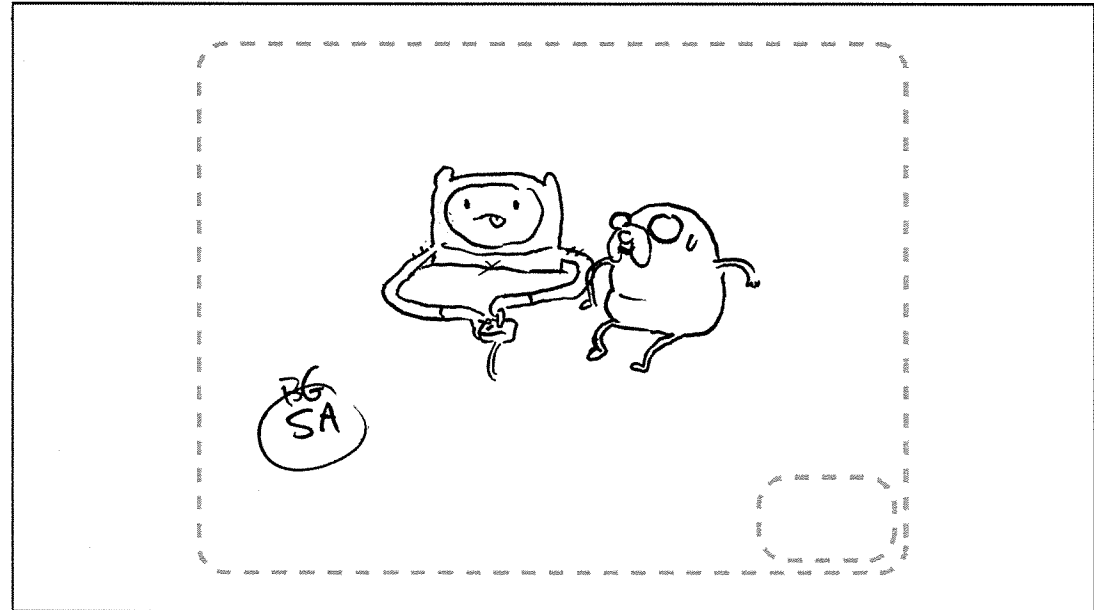


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Sc. 10 Pnl. A Bg. day night



Sc. 10 Pnl. B Bg. day night



Dialog:

(J:) (SARCASTIC): Oh - wait - UH OH - now here comes some real trouble - it's Bouncy Bee!

(J:) He's gonna get that sun, man! can you handle it?!

Action:

Timing:

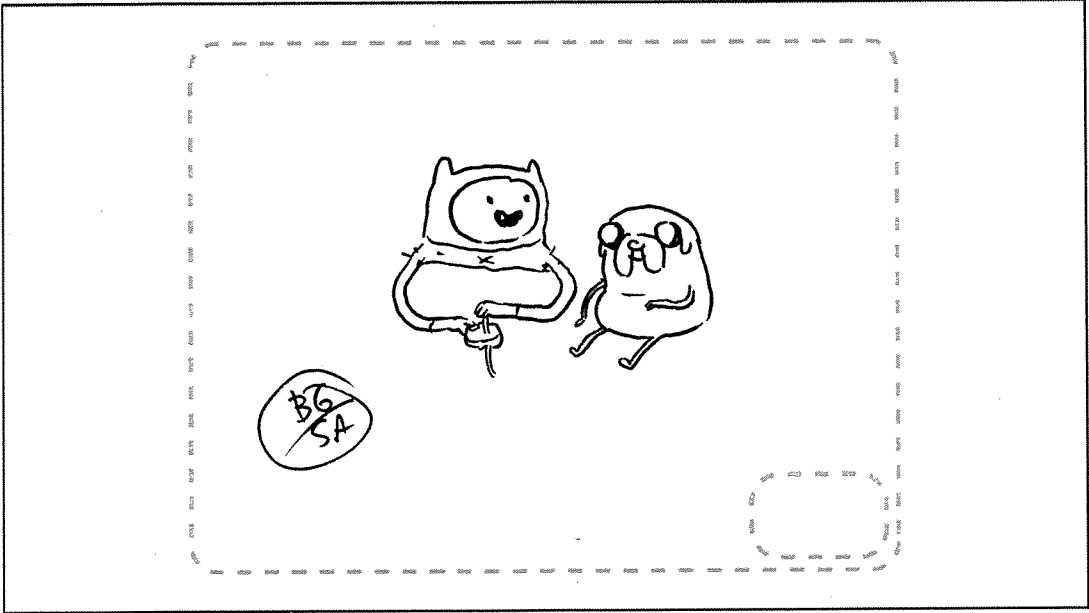
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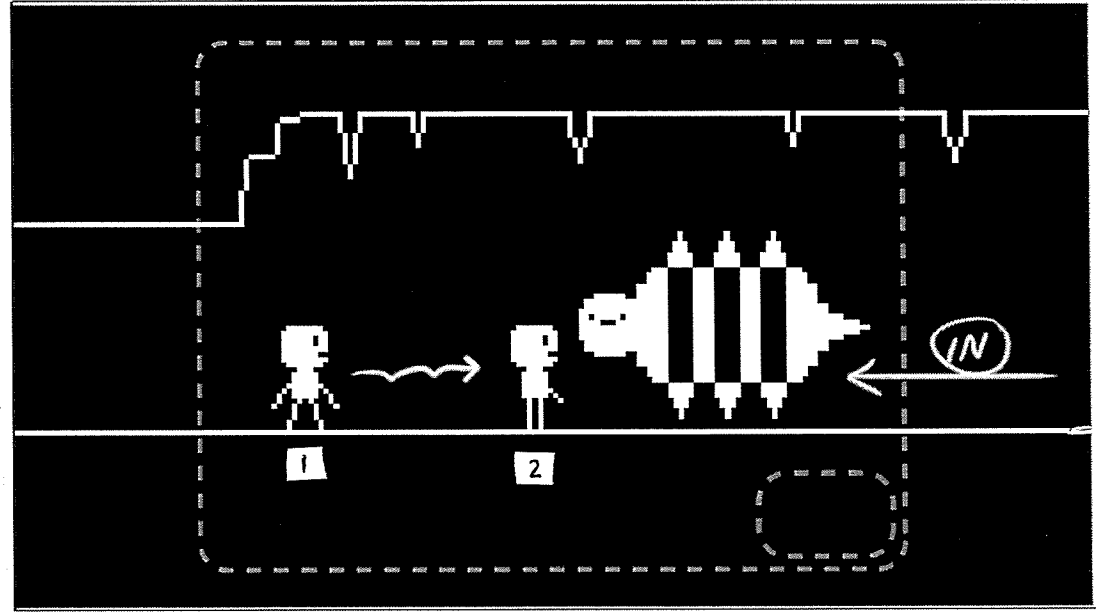
ADVENTURE TIME



Sc. 10 Pnl. c Bg. day night



Sc. 11 Pnl. A Bg. day night



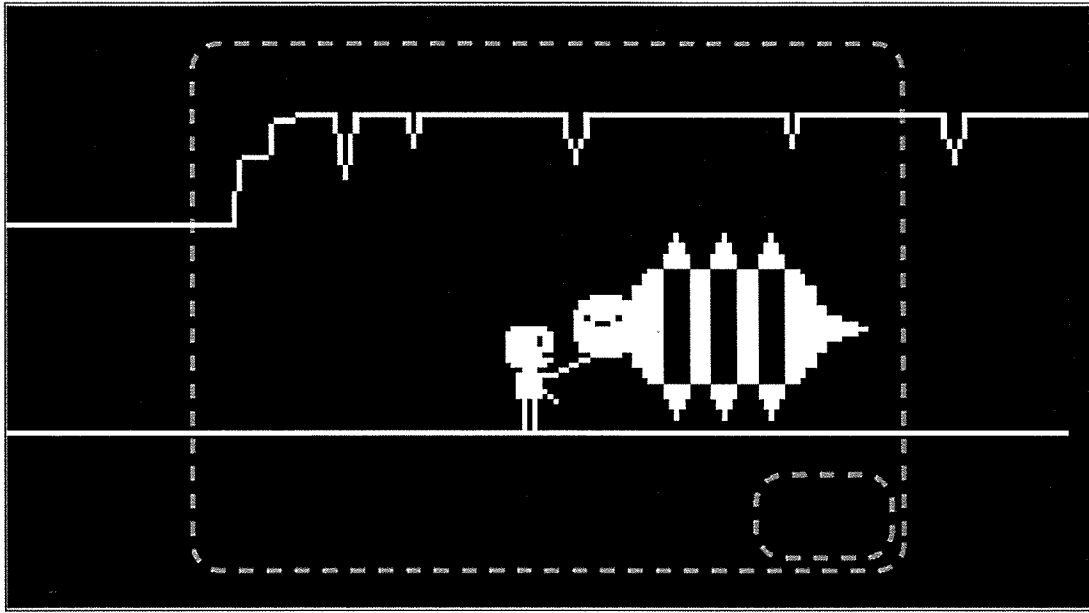
Dialog:	(F:) Ha ha! <u>please!</u>
Action:	<del>HEARD</del> BOUNCY BEE floats into screen as SPRITEMAN approaches. Screen <del>fills</del> BG remains stationary.
Timing:	

EPISODE # 100242 Production :

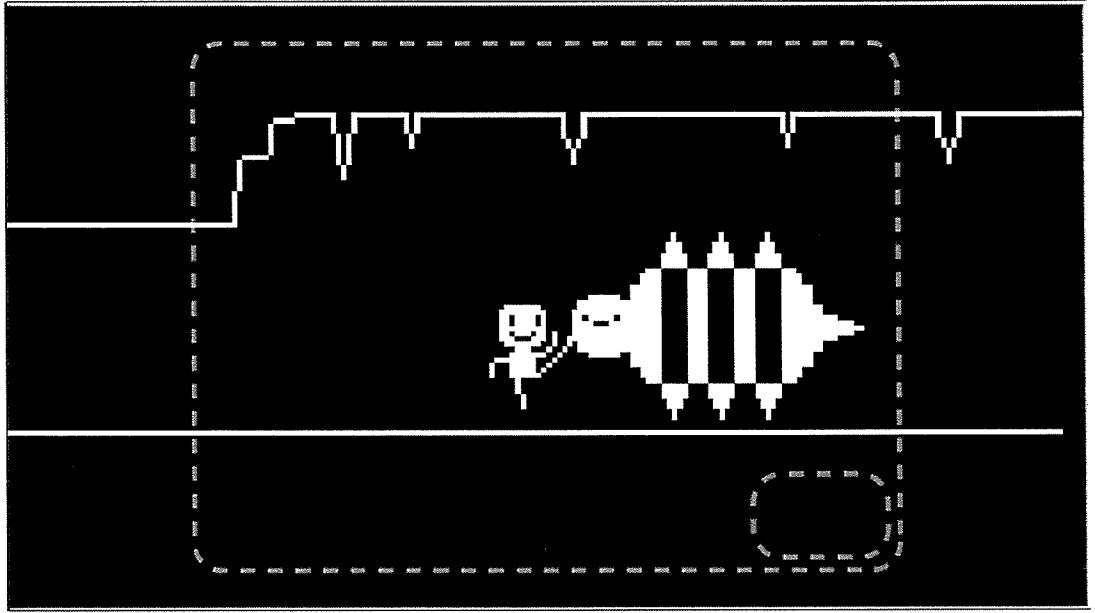
ADVENTURE TIME



Sc. 11 Pnl. B Bg. day night



Sc. 11 Pnl. C Bg. day night



Dialog:	
* Beep *	* Beep *
Action:	
SPRITEMAN punches BOUNCY BEE	SPRITEMAN JumpKicks BOUNCY BEE
Timing:	

EPISODE # 100242

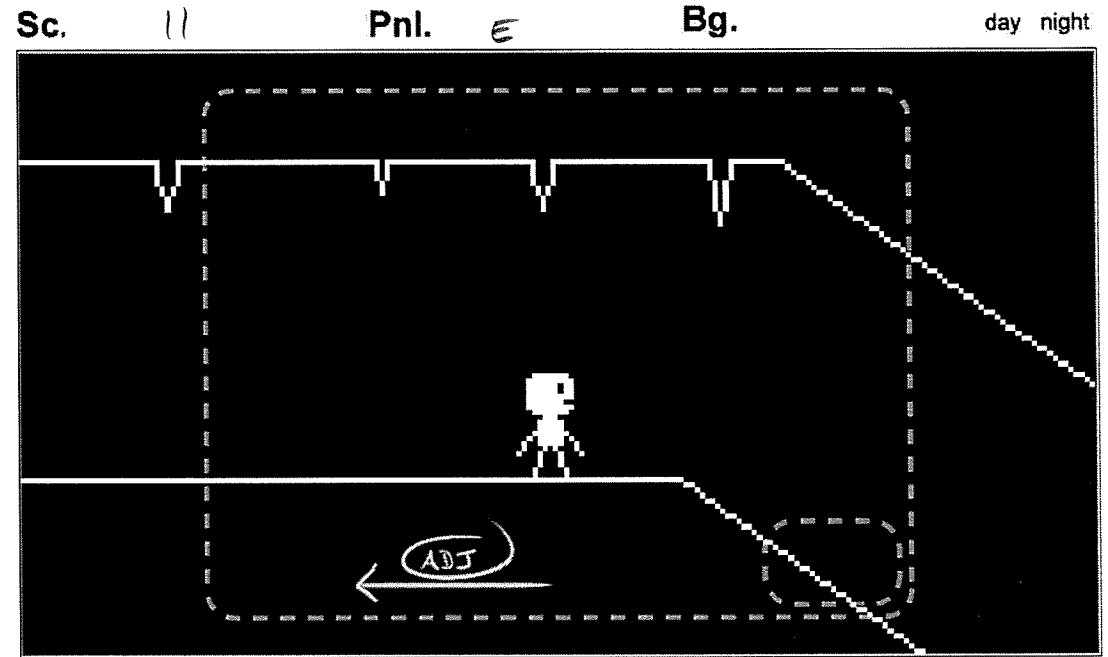
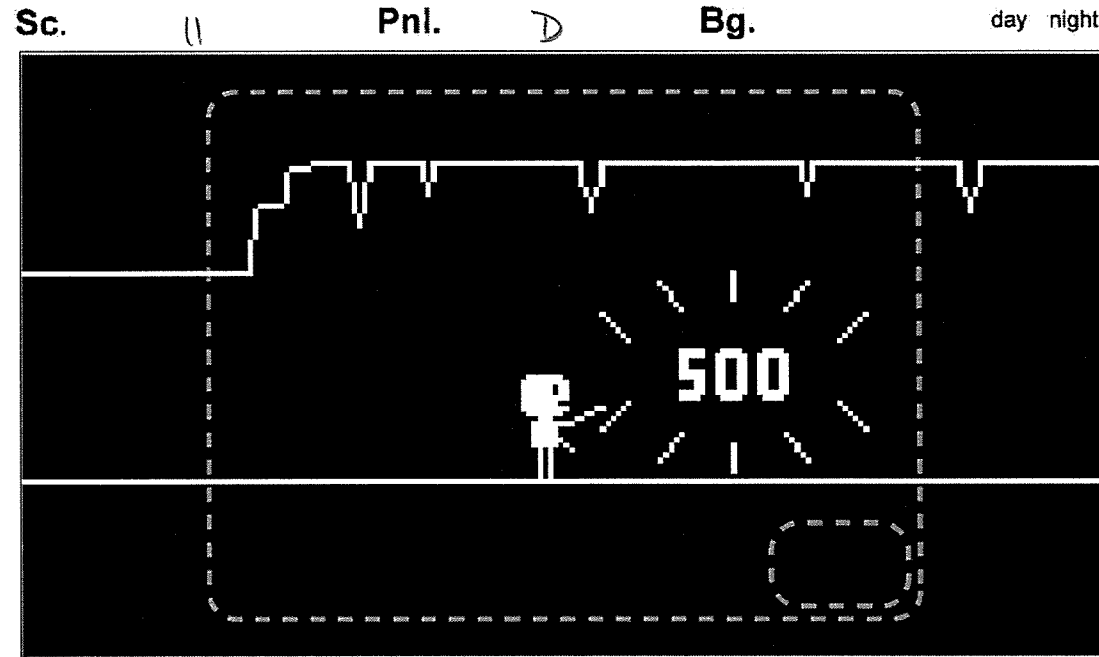
Production :



# ADVENTURE TIME



Page 12



Dialog:

\* BLEEP \*

(F:) YEAH - "BLEEP"!

Action: SPRITEMAN punches BOUNCY BEE who dies

(J:) Heh heh

SPRITEMAN walks forward, BG adjusts to keep him in center screen.

Timing:

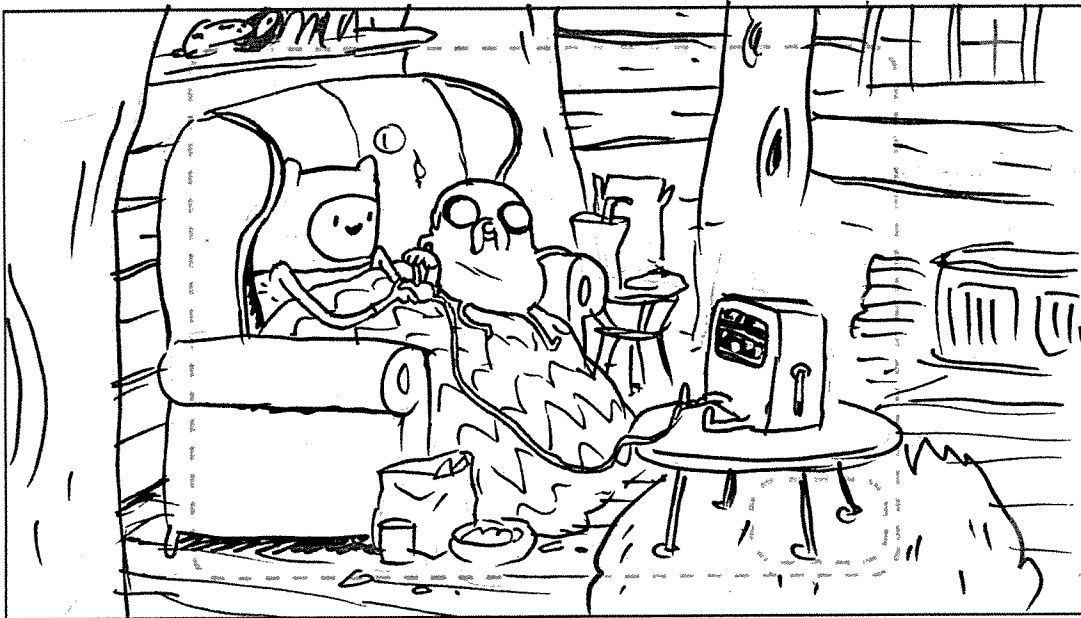
EPISODE # 100242

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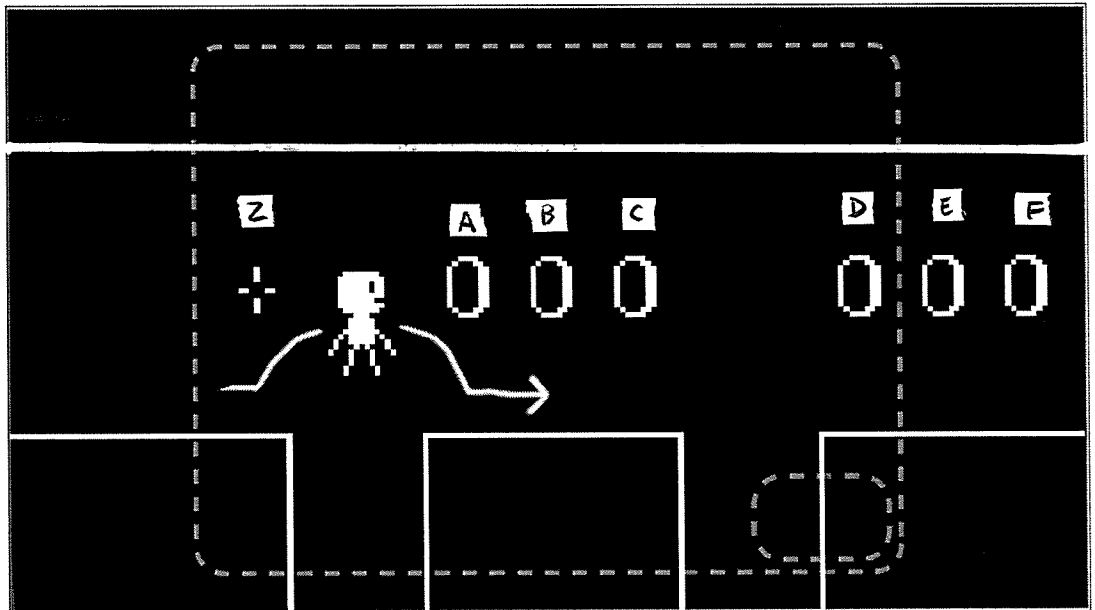
# ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

(F:) ① D'you see that, Jake?  
② I had my eyes closed on that one!



Action:

Timing:

(J:) (O.S.) Yeah- that was cool -  
SFX: \* ding \*

+ SPARKLE APPEARS when coin "Z" is collected

EPISODE # 100242

Production :

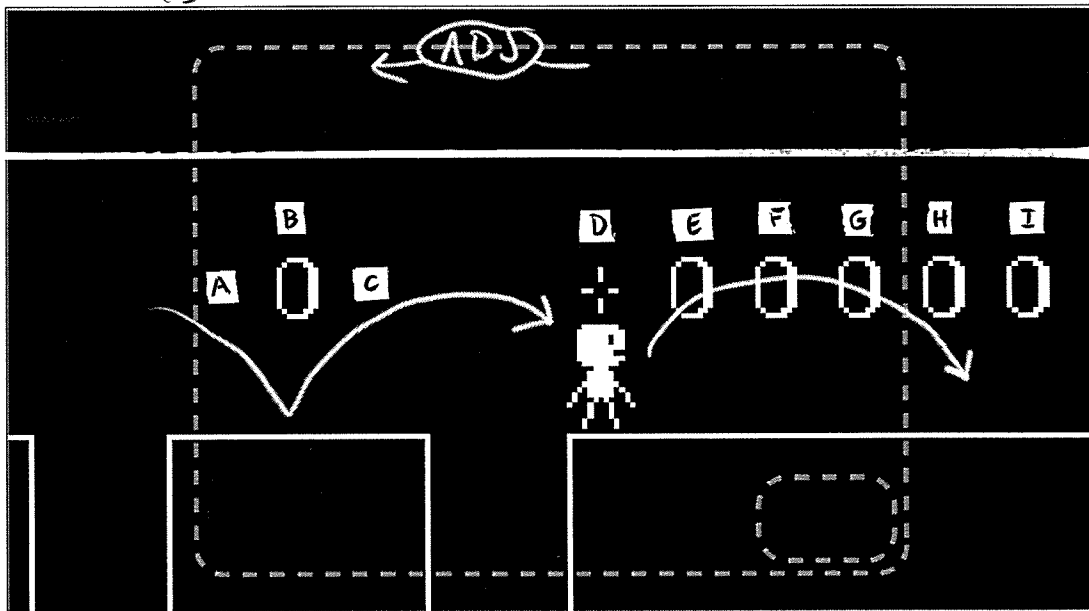
12

# ADVENTURE TIME

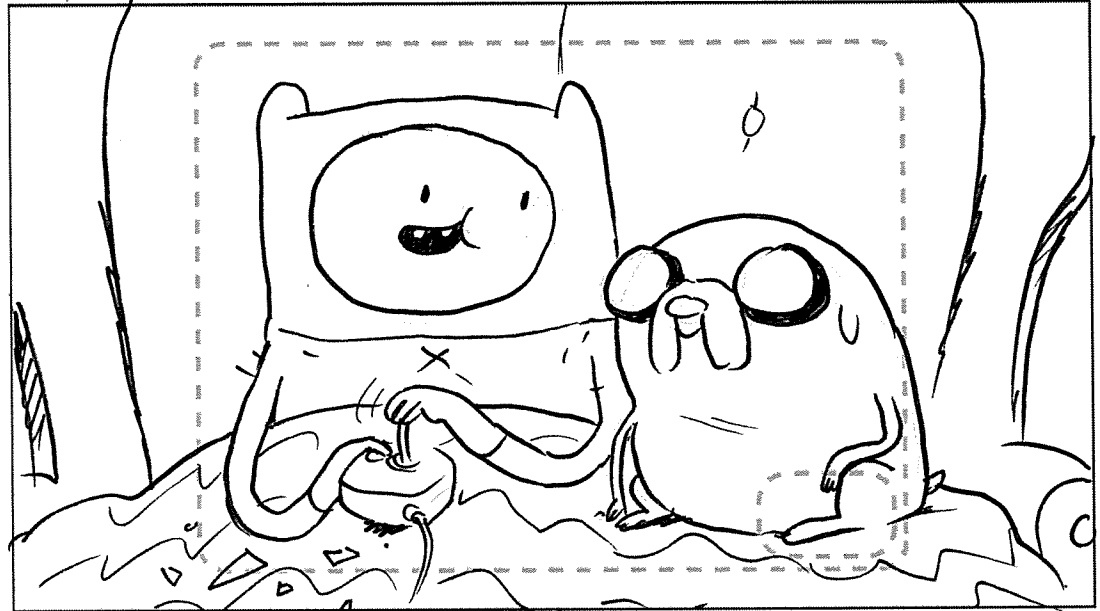


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Sc. 13 Pnl. B Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

(J:) OH OH! You missed a coin dude - go back!

(F:) Ha Ha! I ain't in it fer the money, man!

Action: SPRITEMAN collects coins A, C, D, E, F, G  
BG adjusts to keep him in center

Timing:

EPISODE # 100242

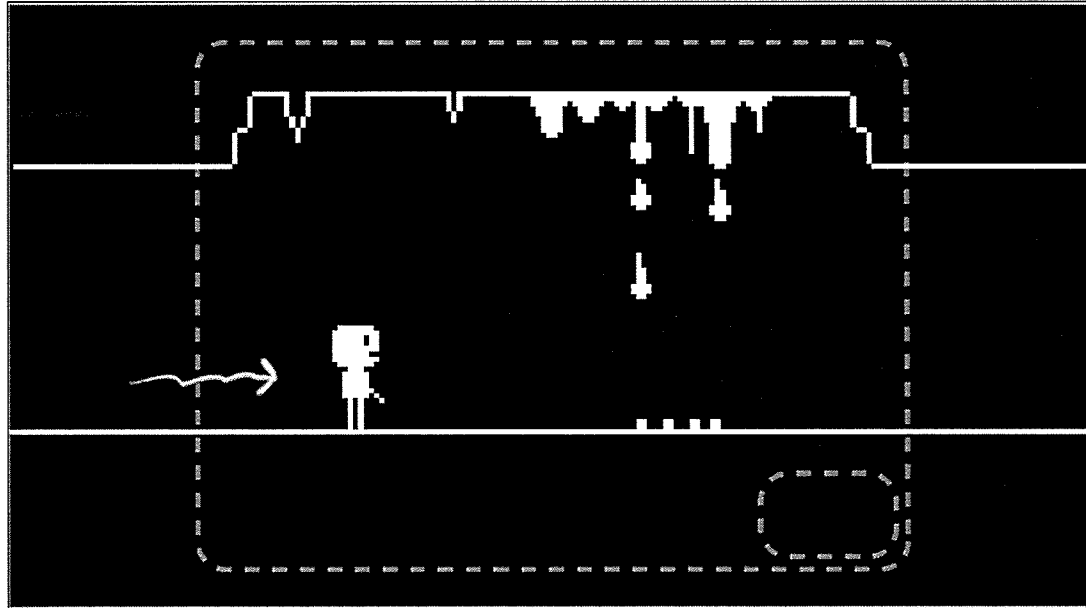
Production :

# ADVENTURE TIME

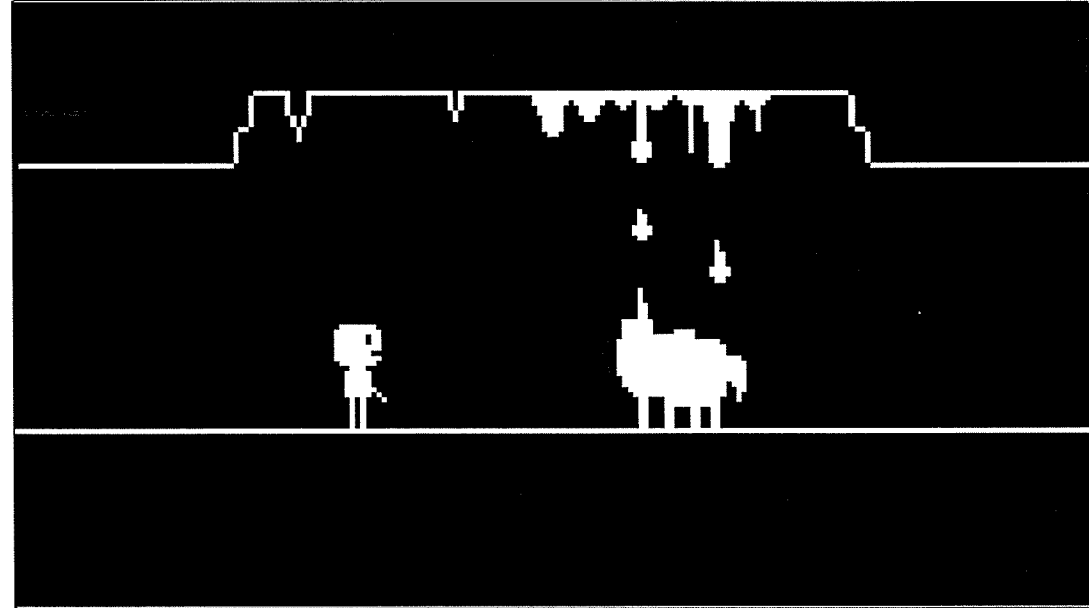


Page 15

Sc. 15 Pnl. A Bg. day night



Sc. 15 Pnl. B Bg. day night



Dialog:

(F:) I'm in it to crush mad foes!

(F:) Like this sloppy-but here -

Action:

Timing:

100242

EPISODE #

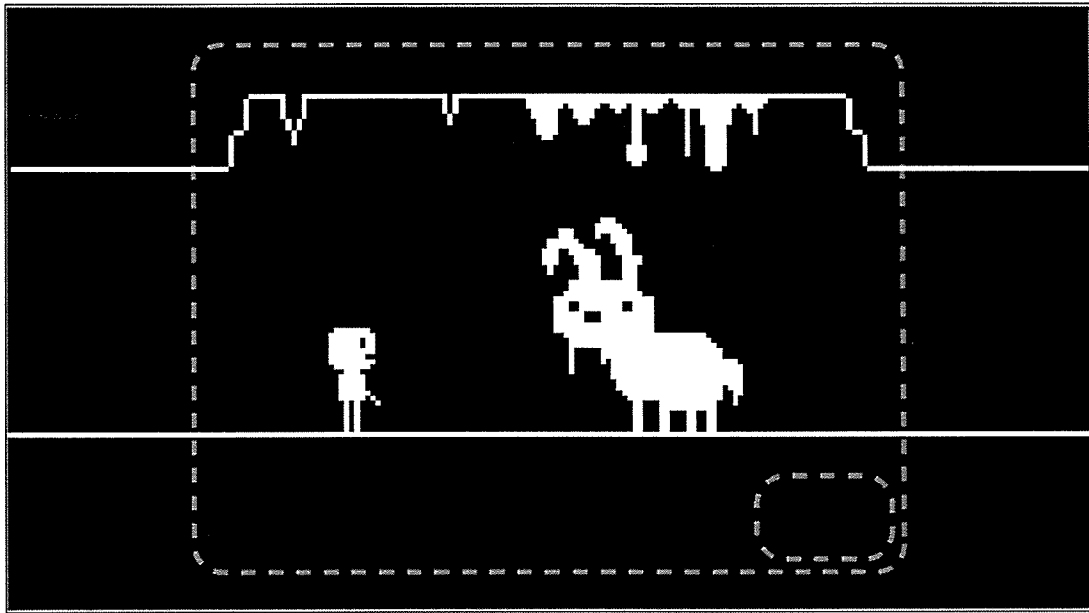
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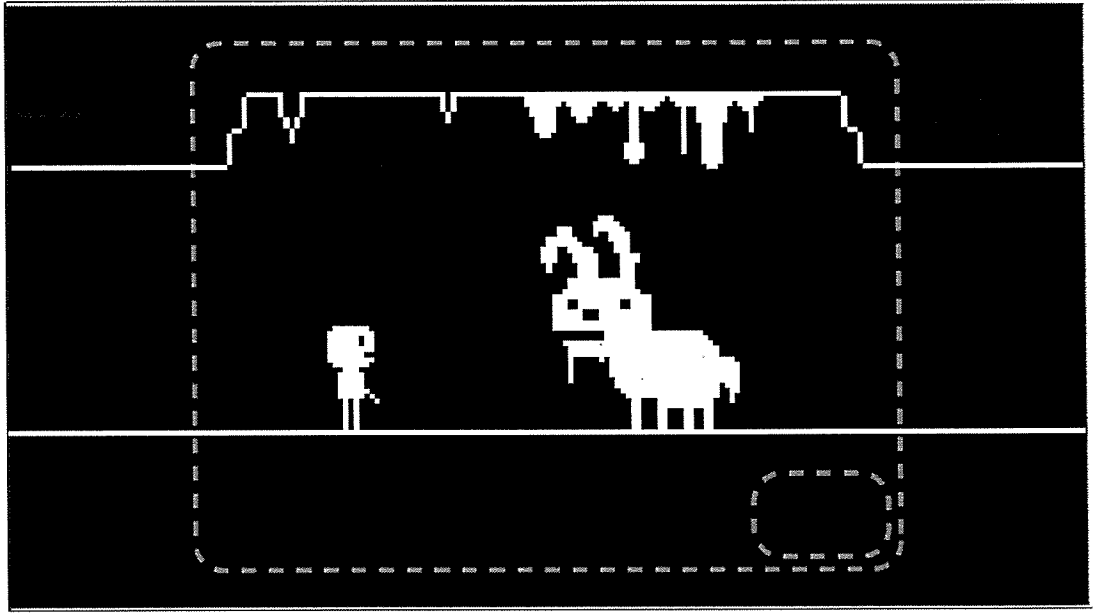
# ADVENTURE TIME



Sc. 15 Pnl. C Bg. day night



Sc. 15 Pnl. D Bg. day night



Dialog:	(5:) Hunny Bunng!	Hunny Bunny : (SFX): *meep*
Action:		
Timing:		

EPISODE # 100242

Production :

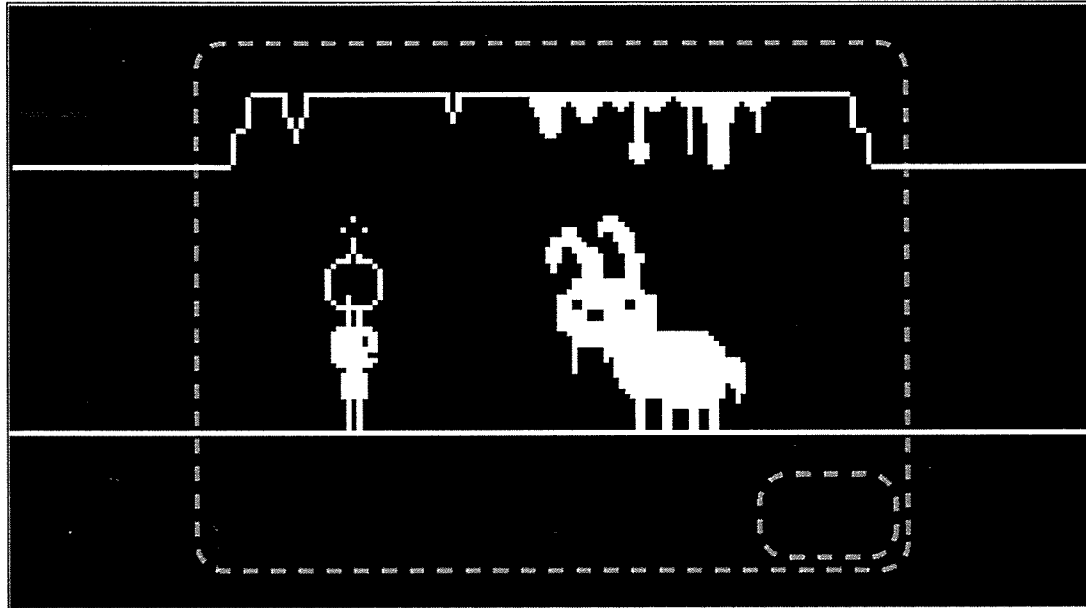
15

# ADVENTURE TIME

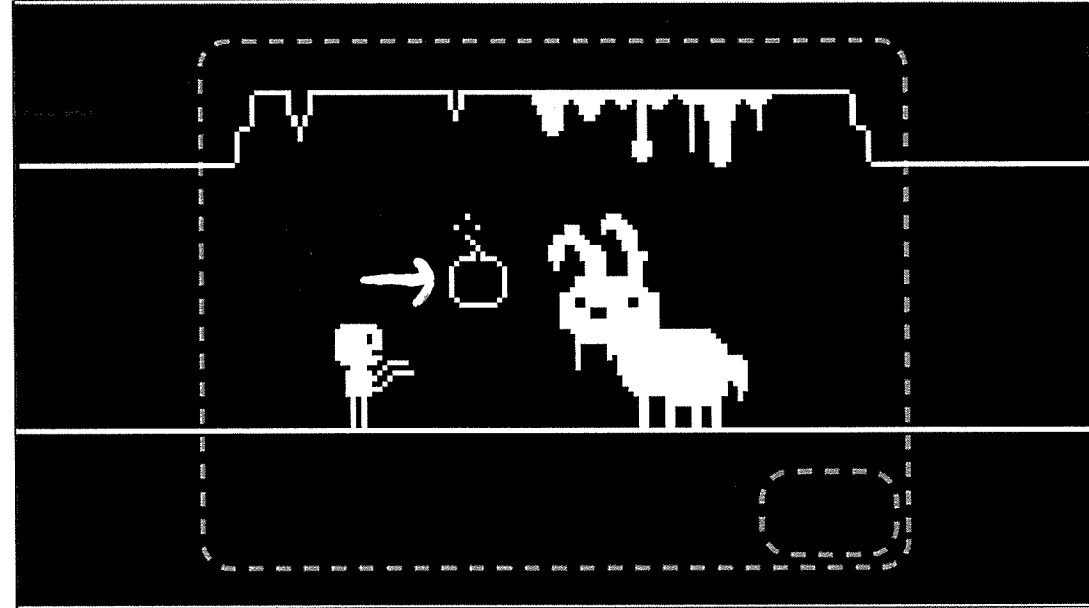


Page 17

Sc. 15 Pnl. E Bg. day night



Sc. 15 Pnl. F Bg. day night



Dialog:

(F) (OS): "I'm like 'Hunny Bunny - don't you ever learn!?'"

(F) (OS): "I've always got the bombuh!"

Action:

SPRITEMAN lifts bomb

SPRITEMAN throws bomb

Timing:

EPISODE # 100242

Production :

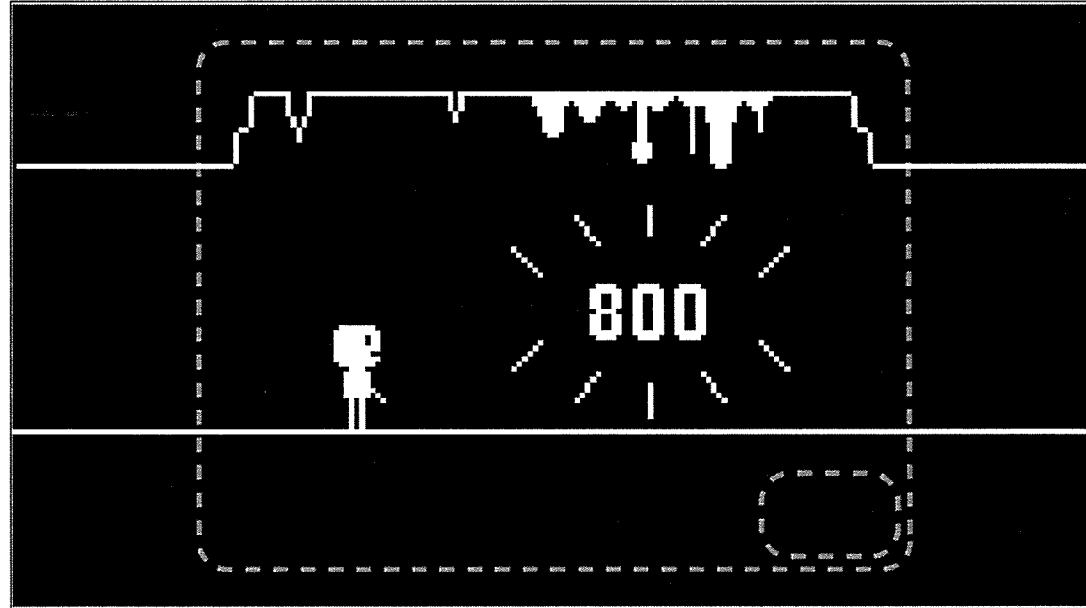
16

# ADVENTURE TIME

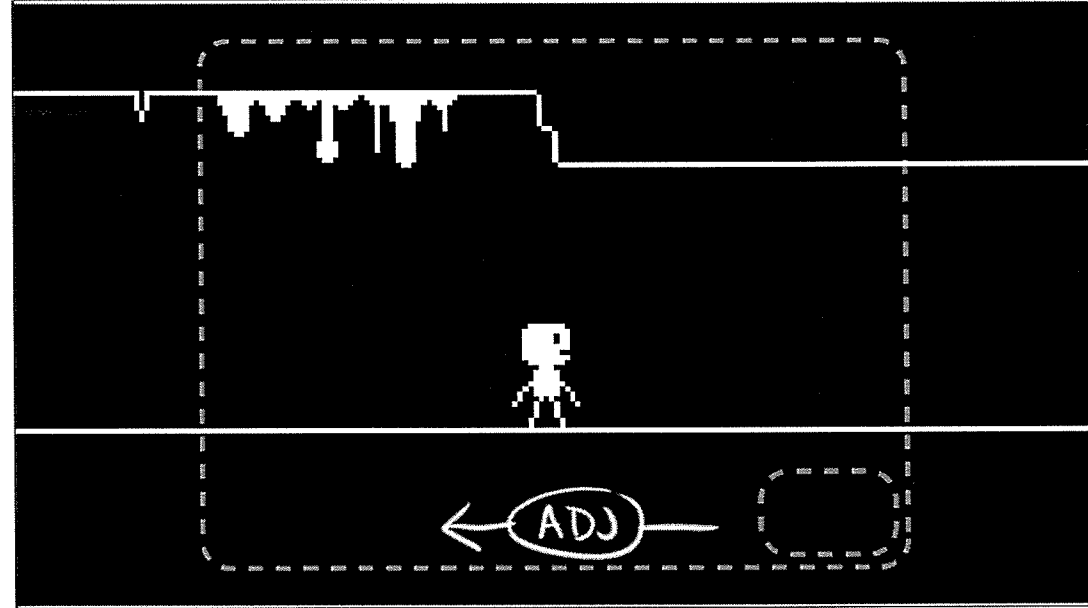


Page 18

Sc. 15 Pnl. G Bg. day night



Sc. 15 Pnl. H Bg. day night



Dialog:

Action:

Timing:

EPISODE # 100242

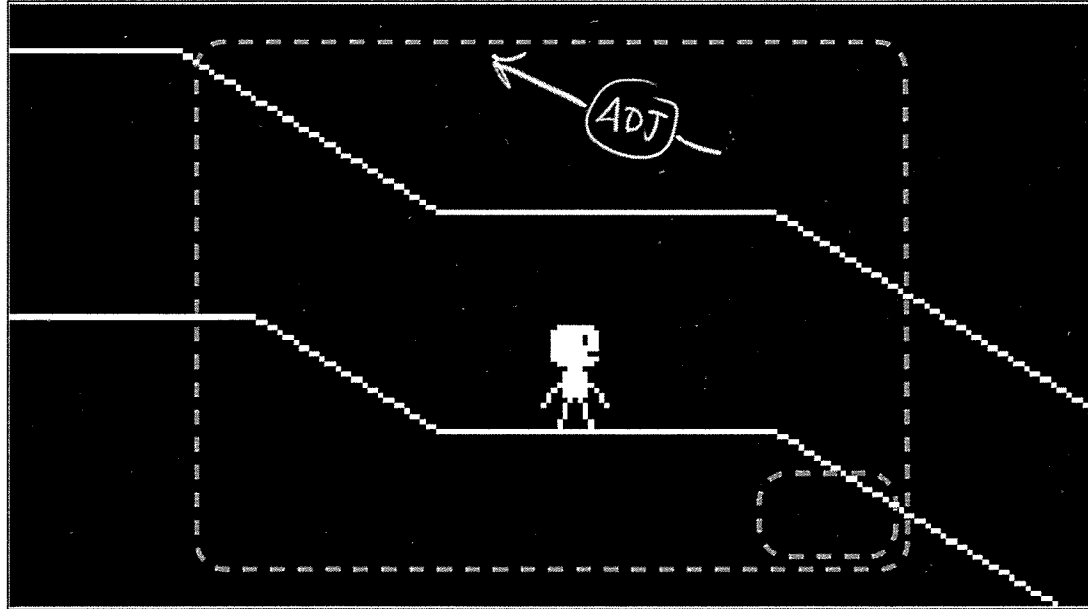
Production :

# ADVENTURE TIME

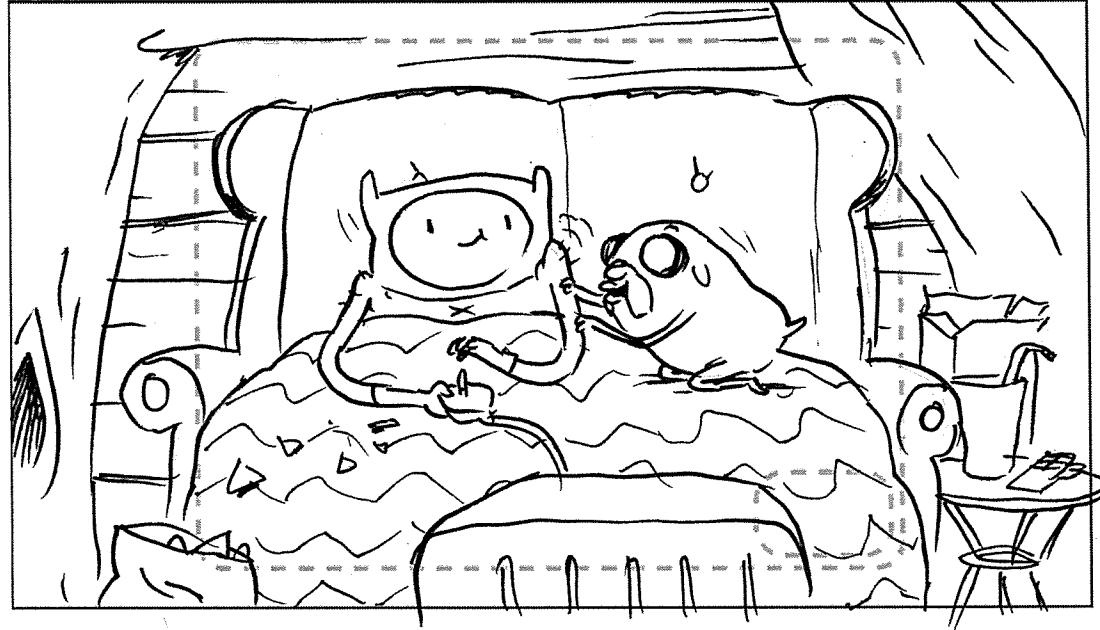


Page 19

Sc. 15 Pnl. I Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

(J) (O.S.): Man, you are hot tonight -  
you're on fire!

(J:) You think you can do it this time!?

Action:

Timing:

100242

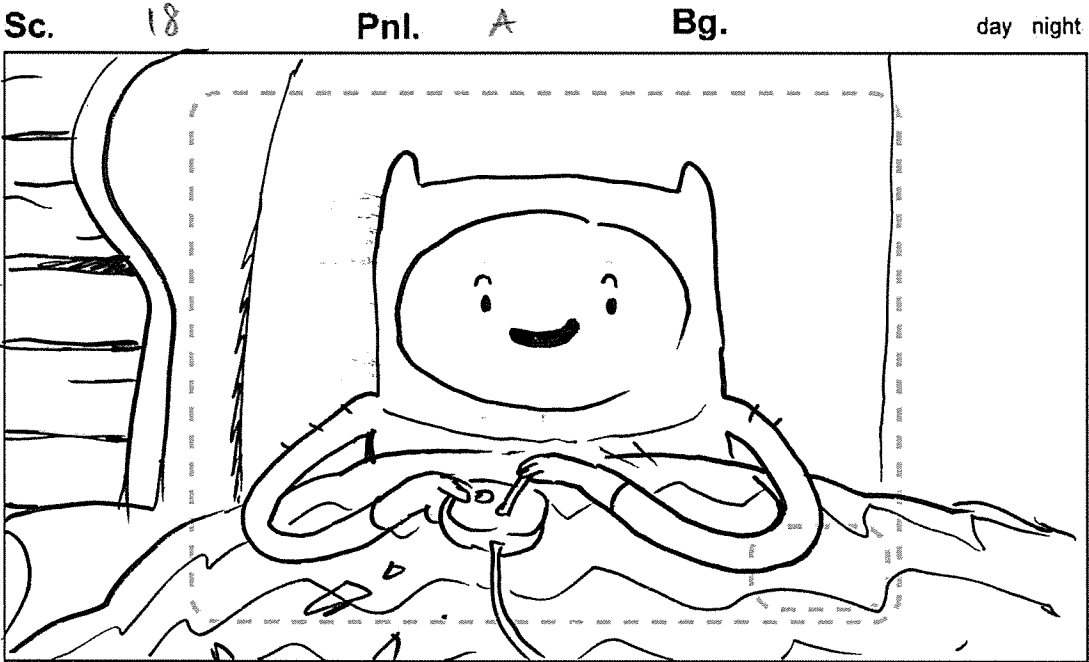
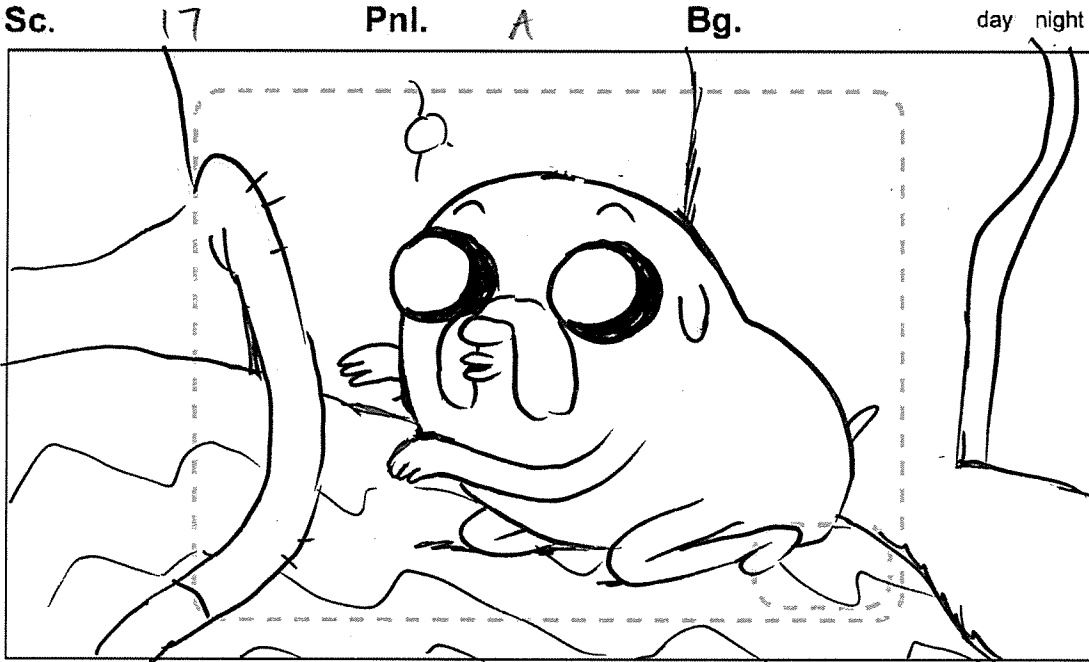
EPISODE #

18

Production :



# ADVENTURE TIME



Dialog:	<p>① J: - can you beat Silly Sam?</p> <p>② F: OH- I very can!</p>
Action:	
Timing:	

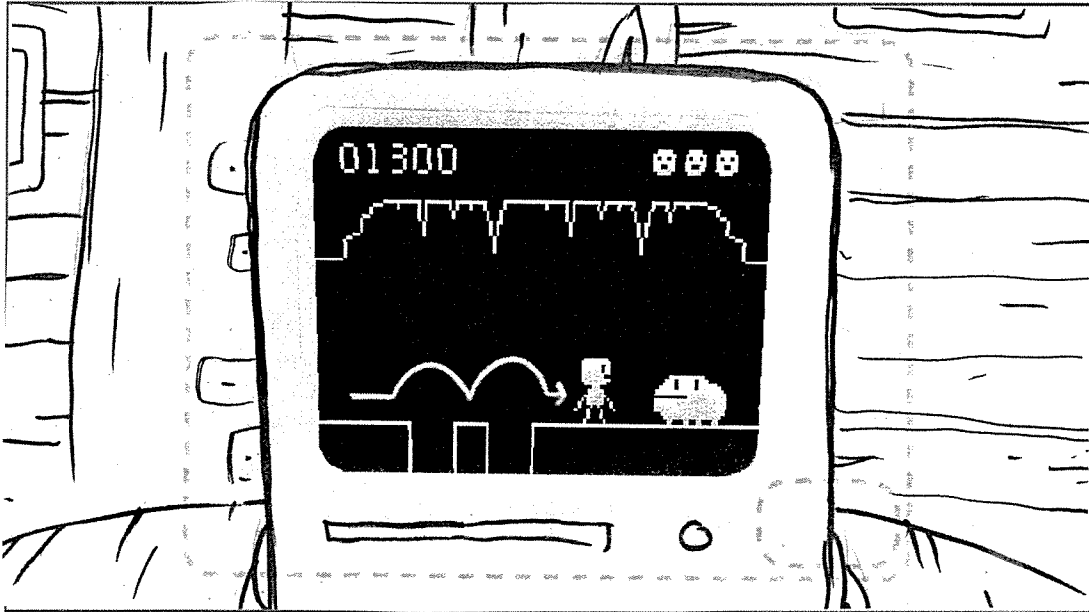
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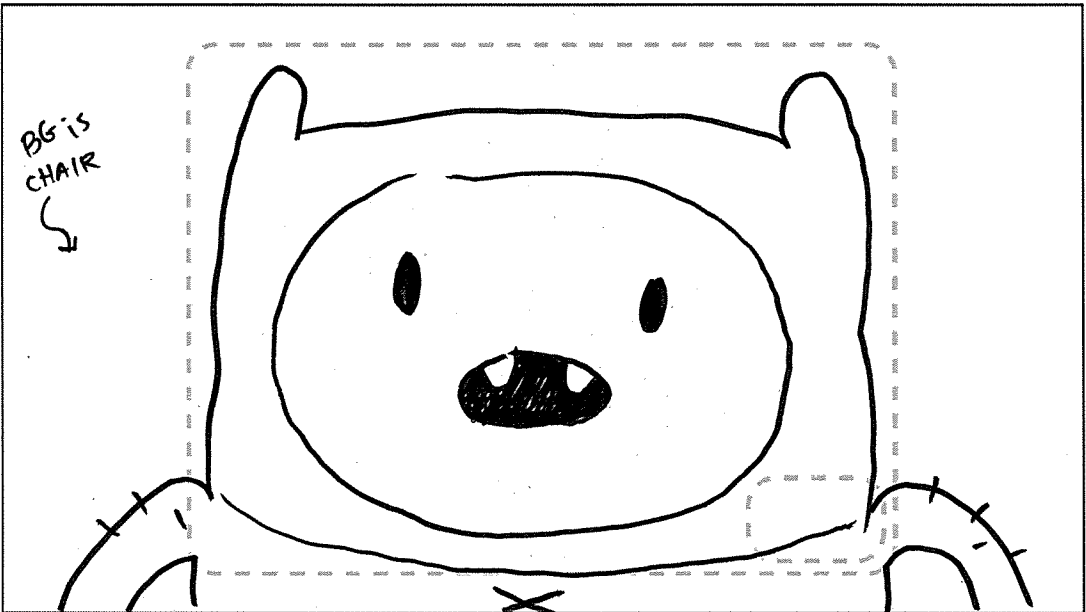
ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:

J:(O.S.): Remember - use the COMBO MOVE !!

F: YEAH!! --

Action: SPRITEMAN jumps over to SILLY SAM

Timing:

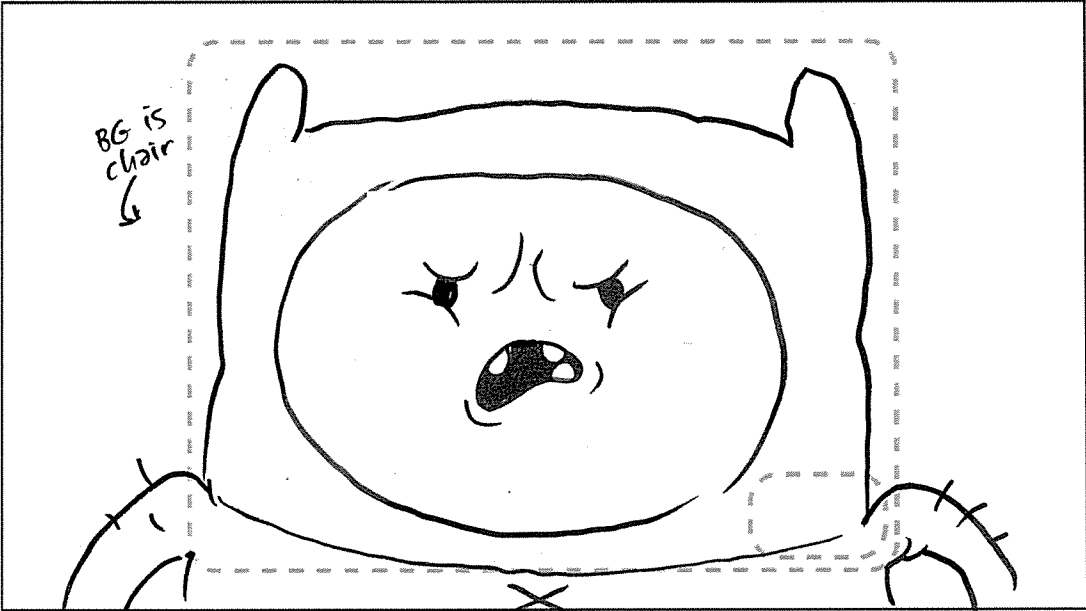
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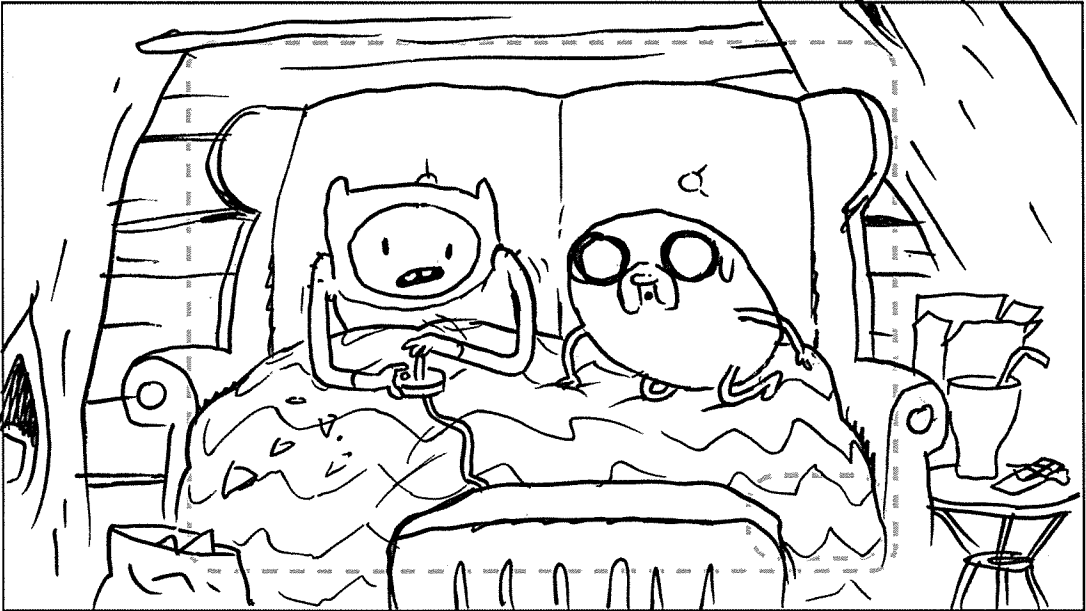
ADVENTURE TIME



Sc. 20 Pnl. B Bg. day night



Sc. 21 Pnl. A Bg. day night



Dialog:

(F): OKAY - HERE GOES!

(F) + (J): UP - DOWN - LEFT - LEFT -

Action:

Timing:

EPISODE # 100242

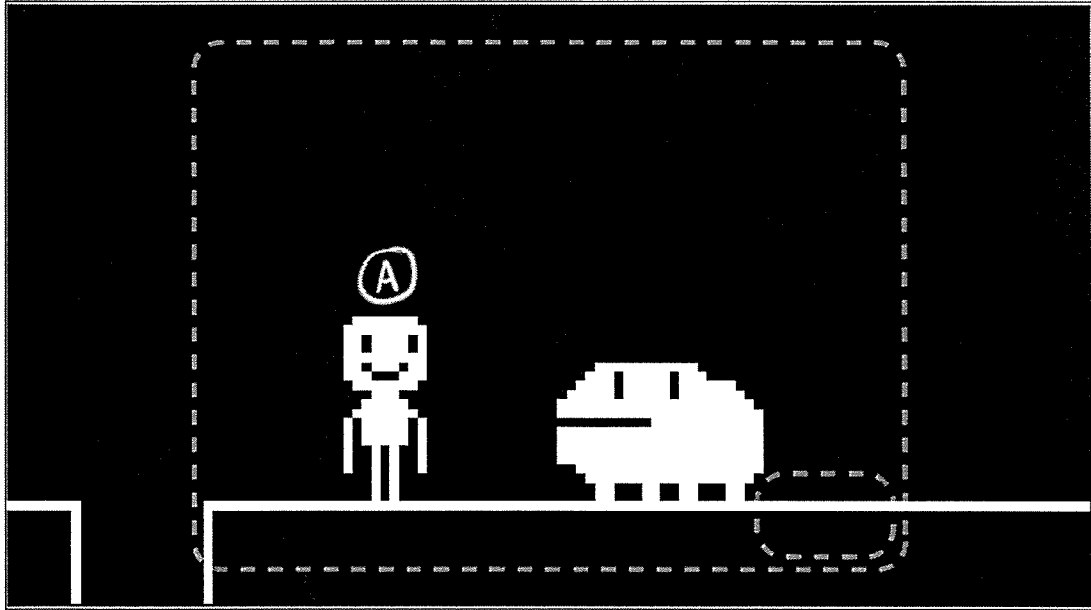
Production :

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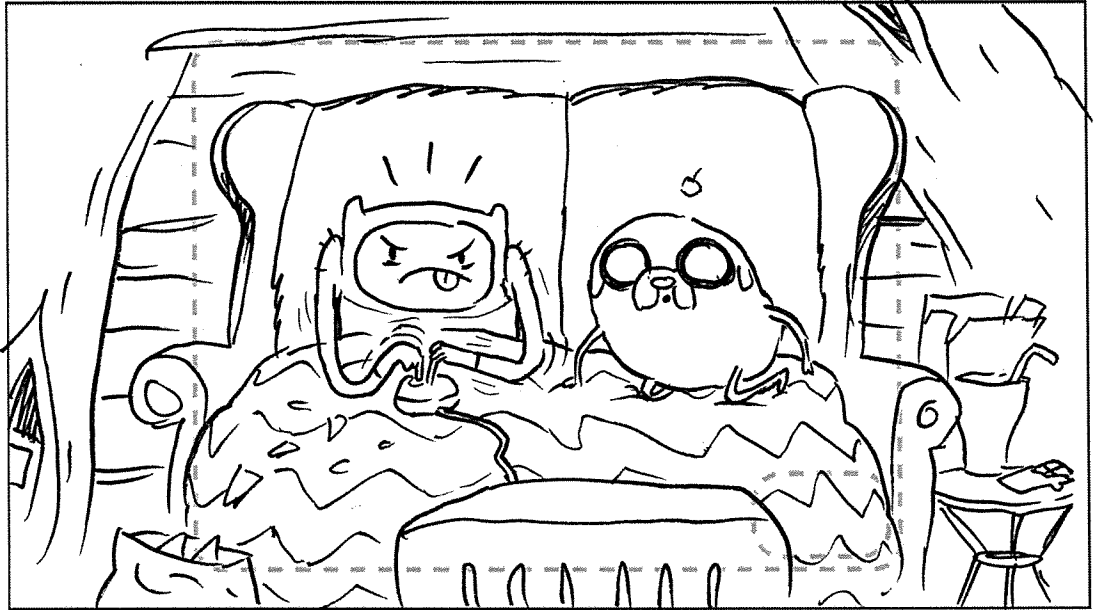
ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	(F)+(J)(s.): (B) (C) (D) (F)+(J)(s.): RIGHT- RIGHT- DOWN	(B)	(JAKE): (FASTER): SPIN! DOWN! UP! LEFT!
Action:	SPRITEMAN MOVES right, <del>left</del> , right then crouches down	(C)	FINN is rapidly pushing buttons and concentrating to the point that only Jake is calling out the steps of the move.
Timing:		(D)	

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Production :

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# ADVENTURE TIME



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Sc. 23

Pnl. B

Bg.

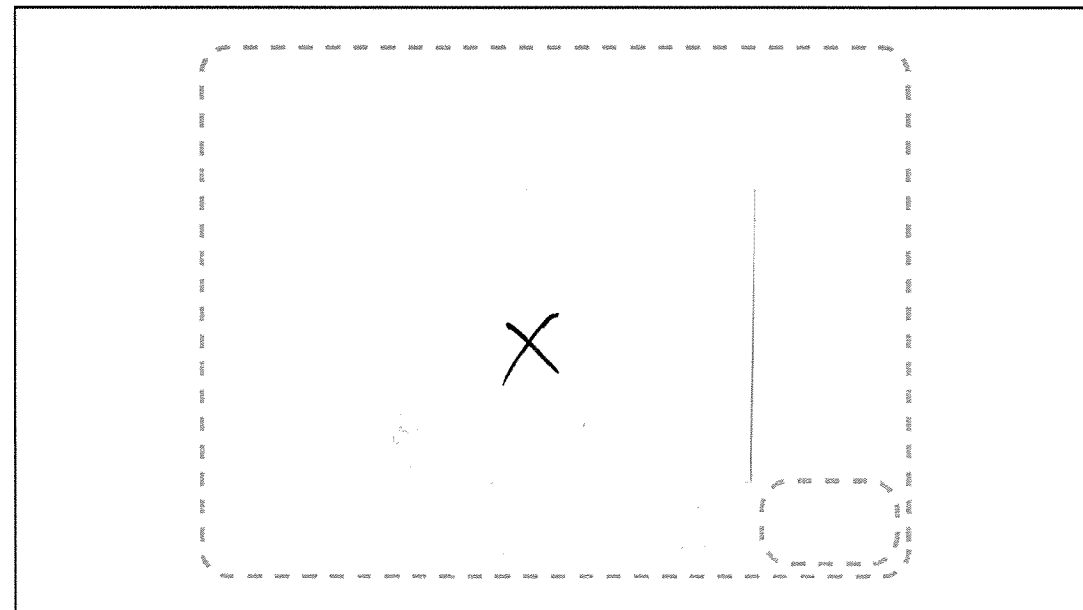
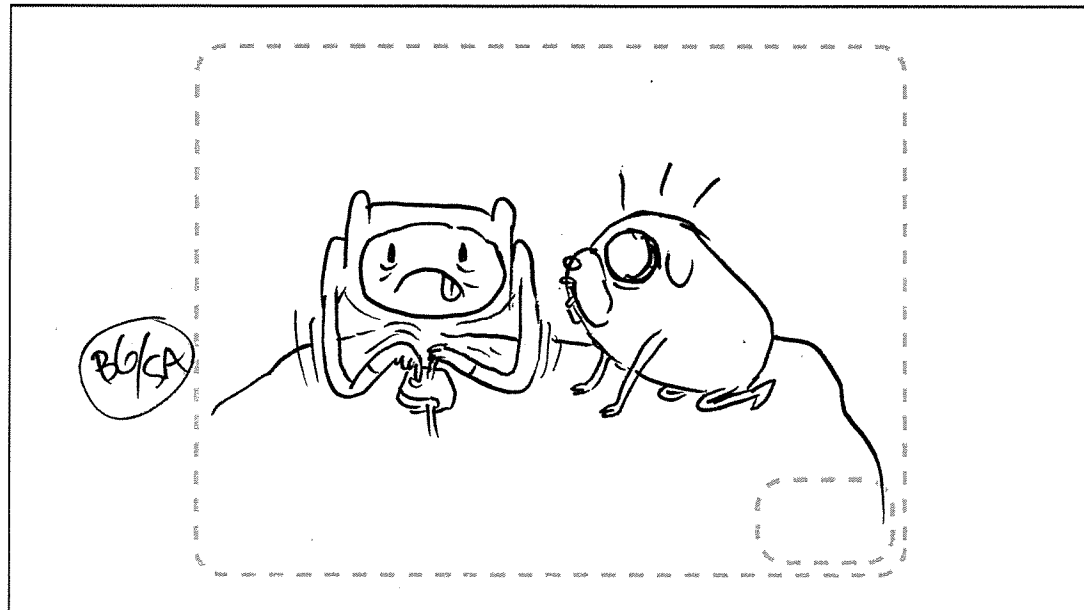
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J-) FASTER DOOD!

Action:

Finn is playing more frantically

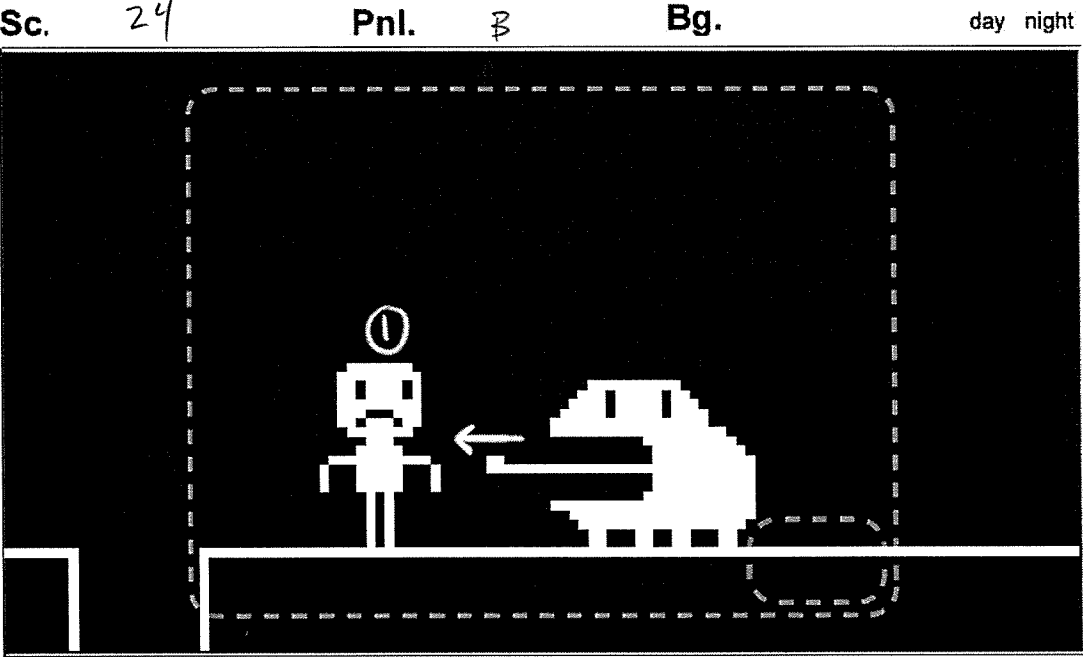
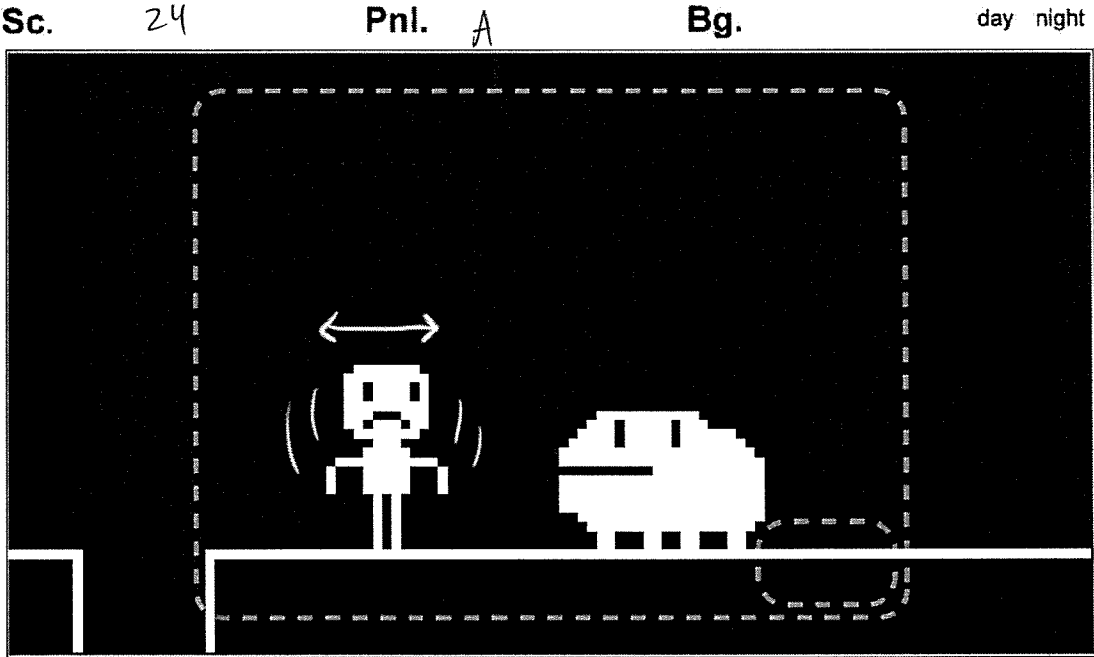
Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Dialog:	<p>JAKE (O.S.) (FAST): RIGHT! LEFT!</p> <p>J (O.S.) (FAST): DOWN--</p> <p>SFX: * BLEEP *</p>	
Action:	<p>SPRITE MAN moves frantically</p> <p>As Jake is saying "DOWN", Silly Sam's tongue grabs SPRITE MAN.</p>	
Timing:		

EPISODE # 100242

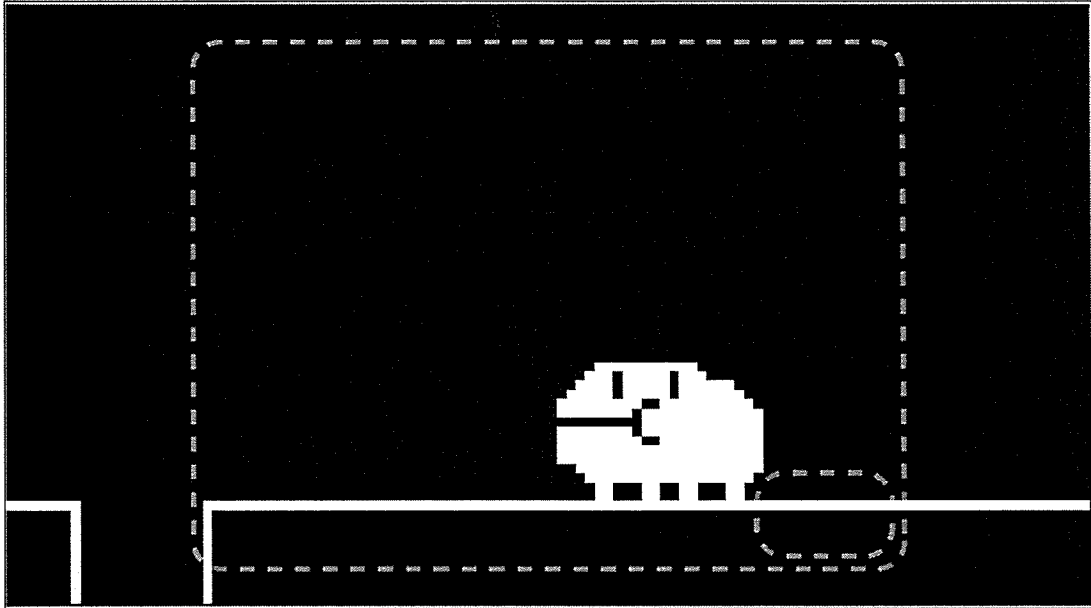
24

Production :

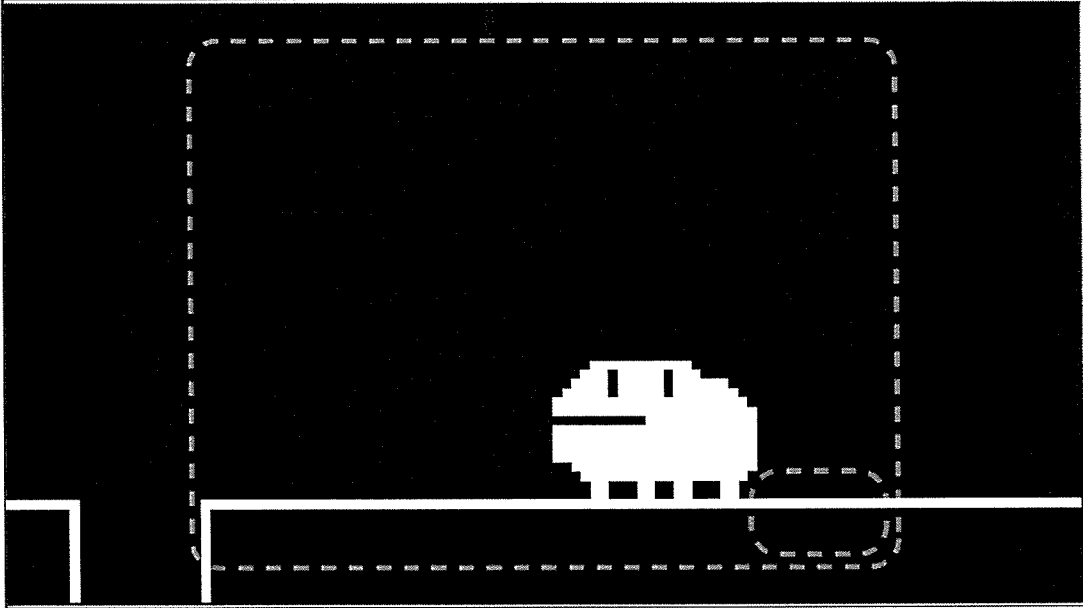
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. 24 Pnl. D Bg. day night



Dialog:	SFX: * BLOOP *	* "Death" song plays *
Action:		
Timing:		

EPISODE # 100242

Production :

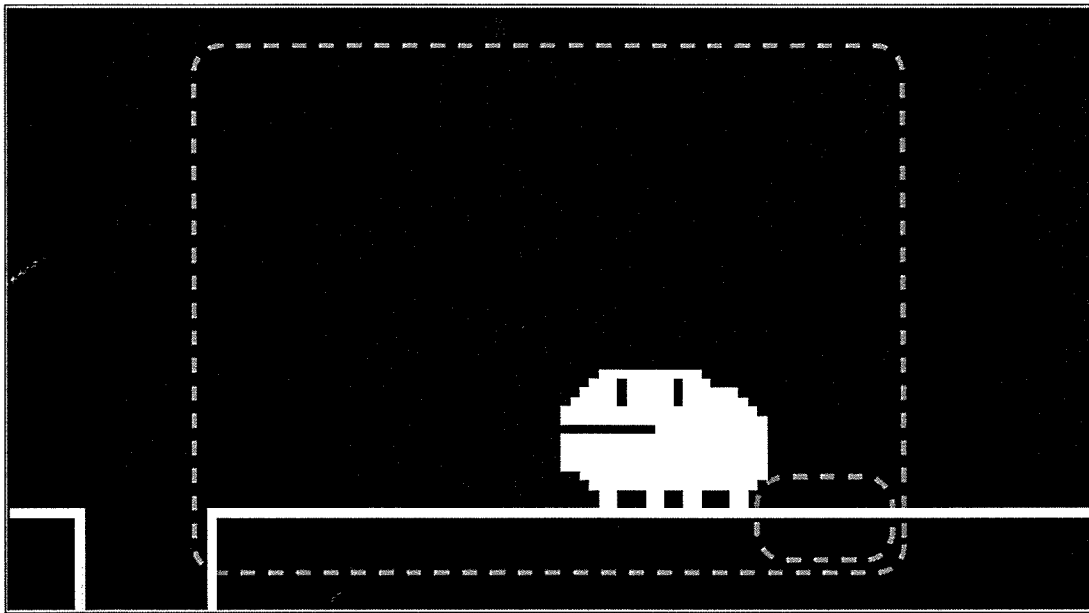
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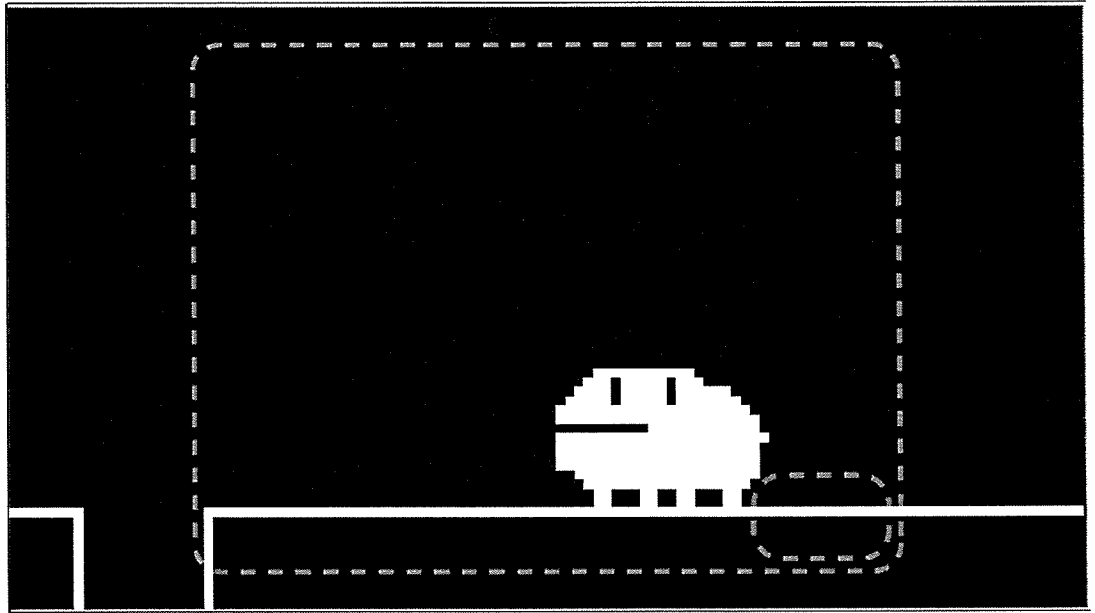
ADVENTURE TIME



Sc. 24 Pnl. E Bg. day night



Sc. 24 Pnl. F Bg. day night



Dialog:	- BEAT -	SFX (DOO DOO SOUND) :	BEEP --
Action:	Doo Doo emerges -		
Timing:			

100242

EPISODE #

Production :

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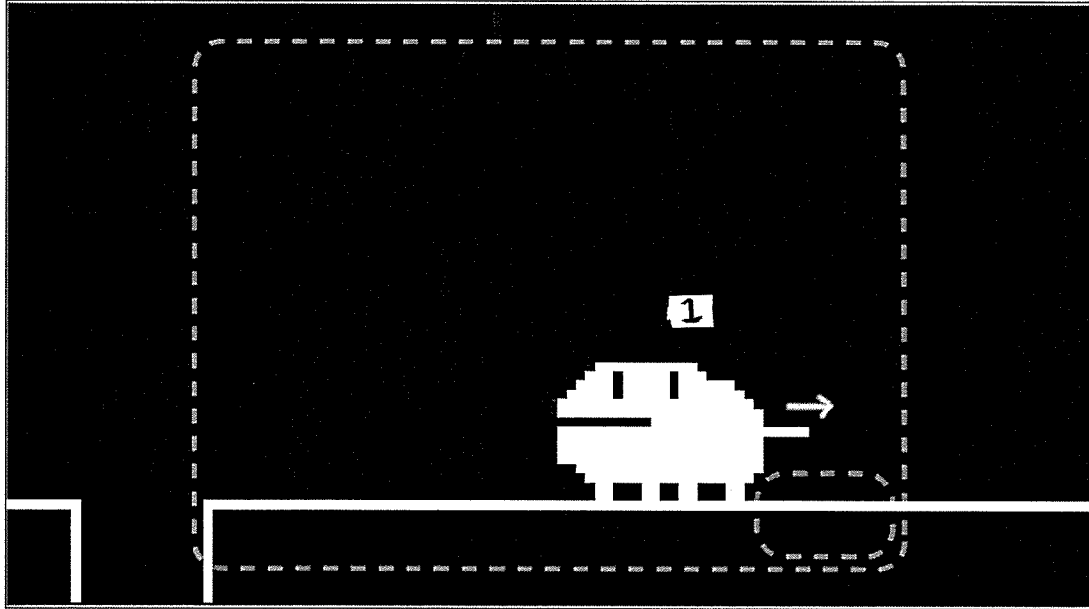


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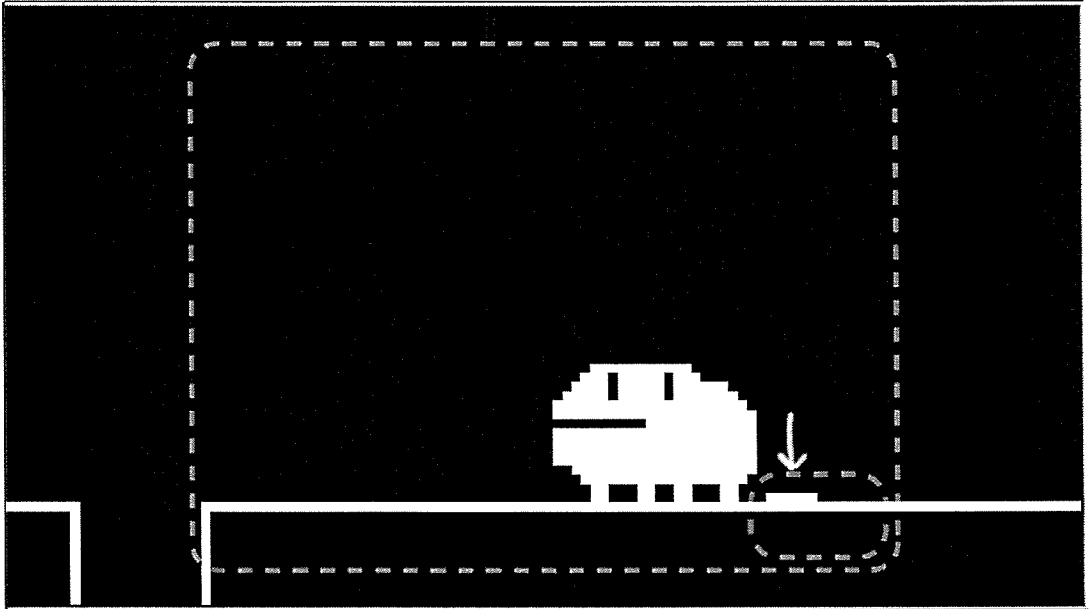
ADVENTURE TIME



Sc. 24 Pnl. G Bg. day night



Sc. 24 Pnl. H Bg. day night



100242

EPISODE #

27

Dialog:		SFX (Doo Doo sound): BEEP BEEP BEEP BEEP		SFX (Doo Doo hitting ground): BLOOP	
Action:	Doo Doo emerges one Pixe/beep at a time			Doo Doo falls and lands with a Bloop sound	
Timing:					

Production :

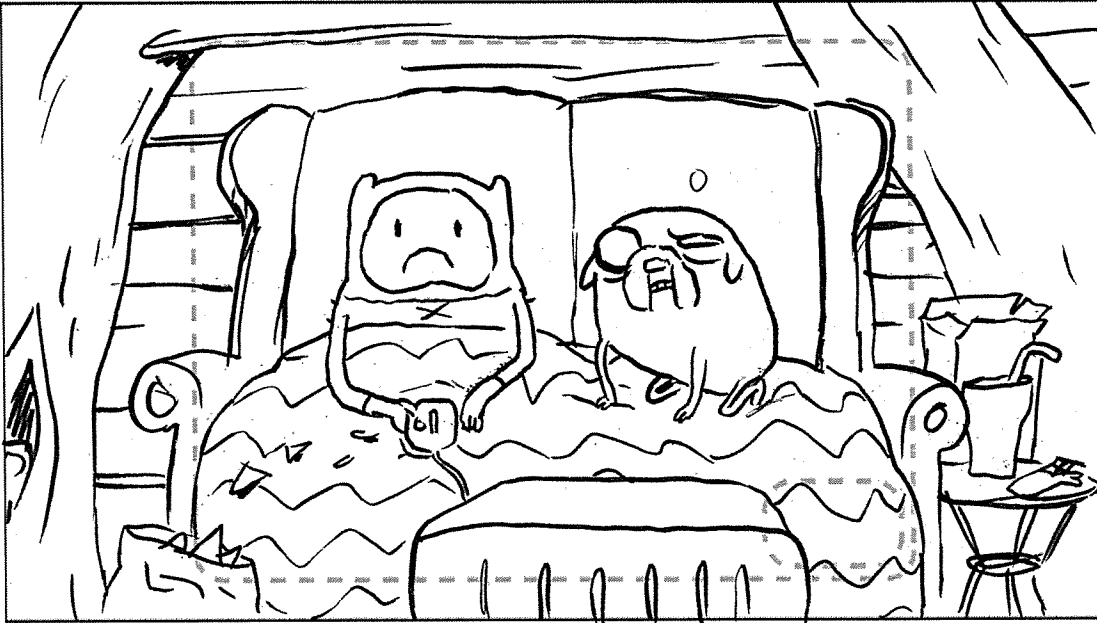
ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night



Sc. 26 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME



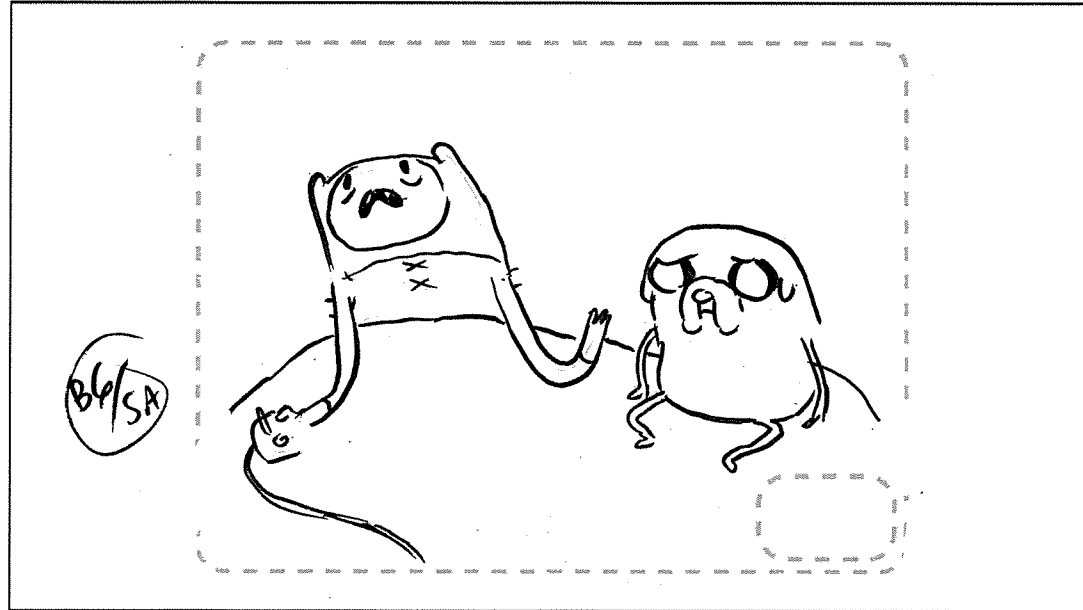
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Sc. 26

Pnl. B

Bg.

day night

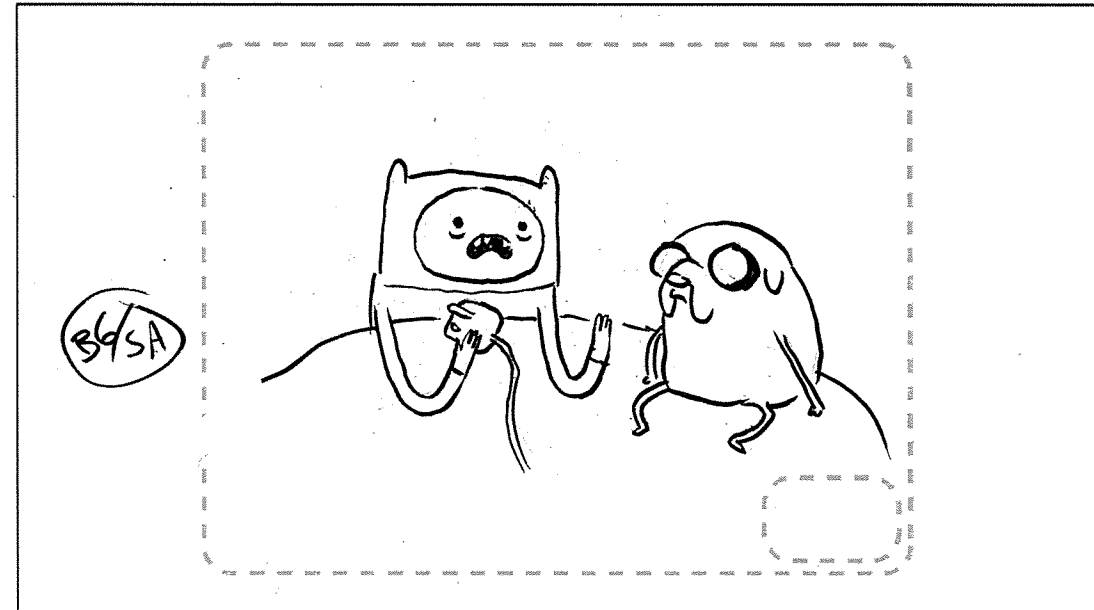


Sc. 26

Pnl. C

Bg.

day night



Dialog:

(F.) ARGH!! EVERY TIME!!

(F.) Man- we're never gonna beat this Game!!

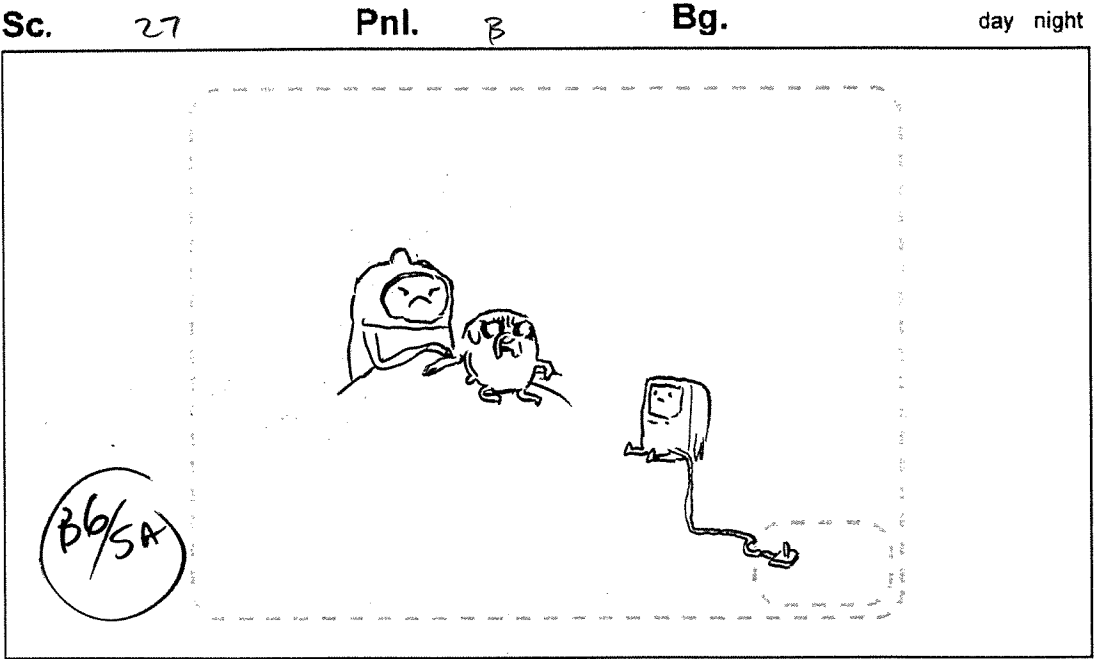
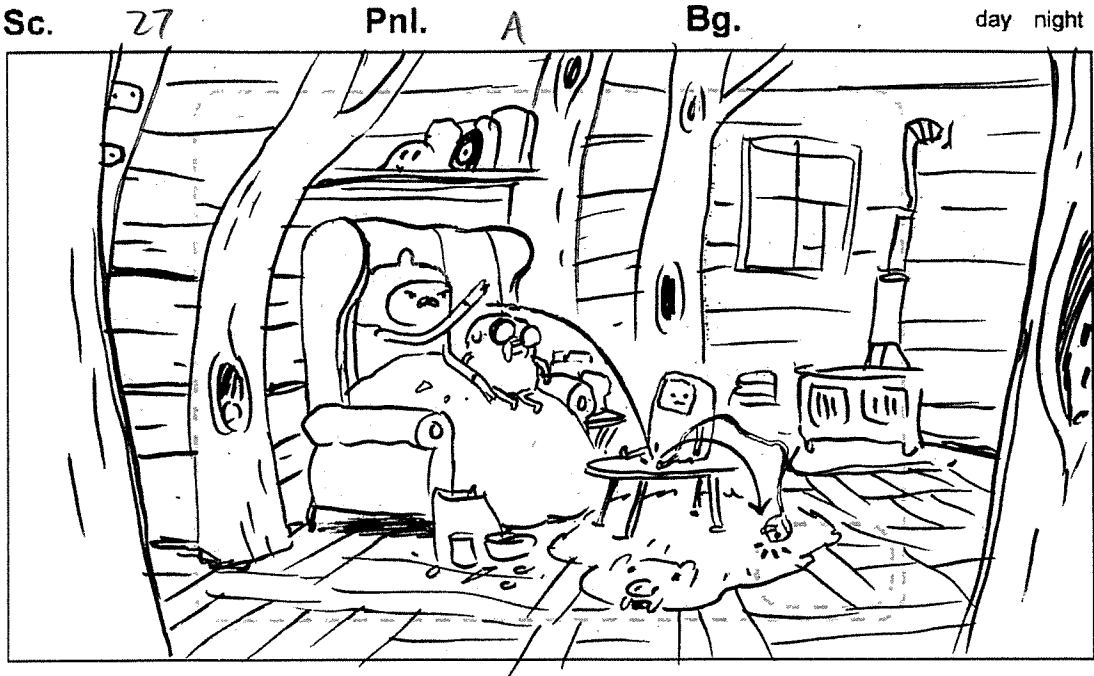
Action:

Timing:

EPISODE # 100242

Production :

ADVENTURE TIME



Dialog:

(F:) BEEMO, this game is the worst!

(J:) it's so easy up til the end,

Action:

Finn chucks controller to the floor (it bounces off the coffee table first.)

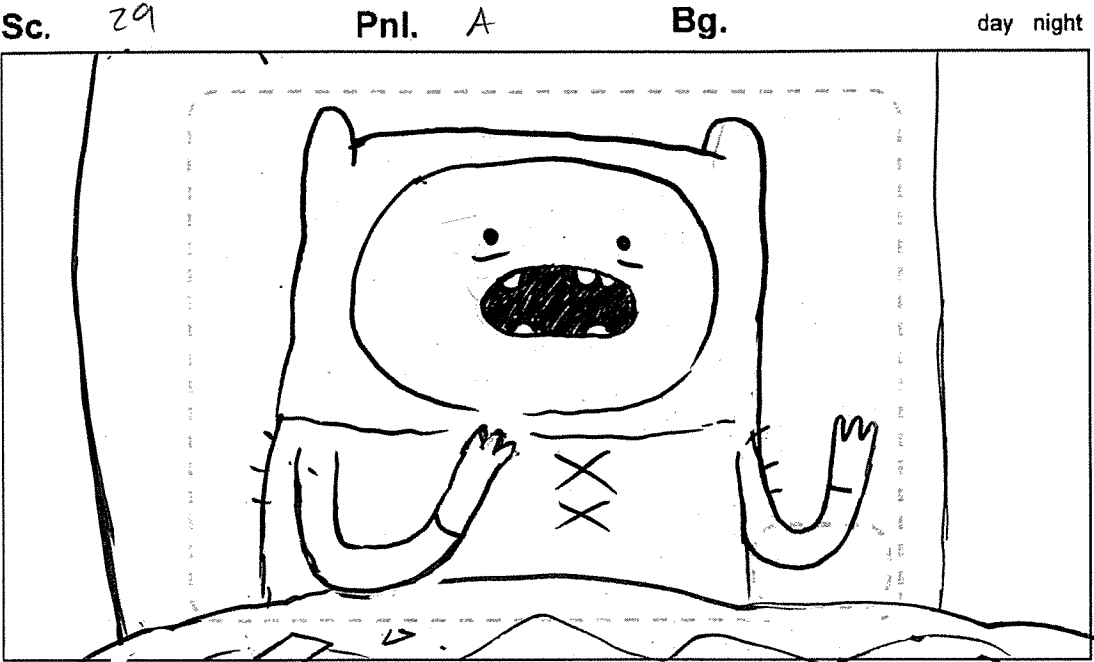
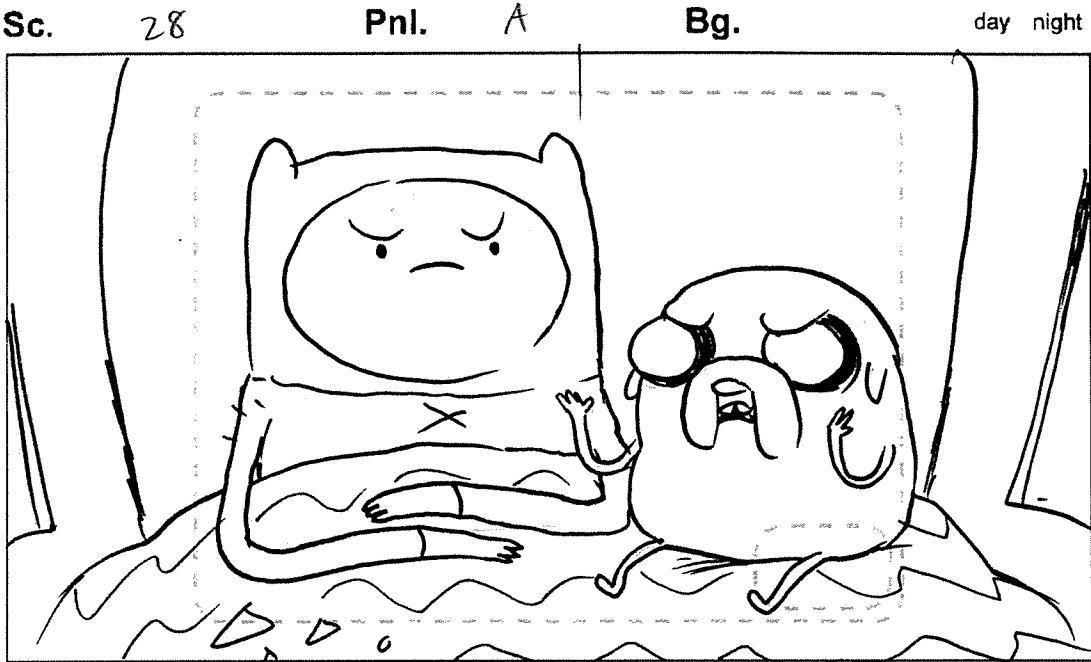
Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Dialog:	(J:) And then that combo move is impossible!	(F:) YEAH! And what do "COMBO MOVES" —
Action:		
Timing:		

EPISODE # 100242

Production :

31

# ADVENTURE TIME



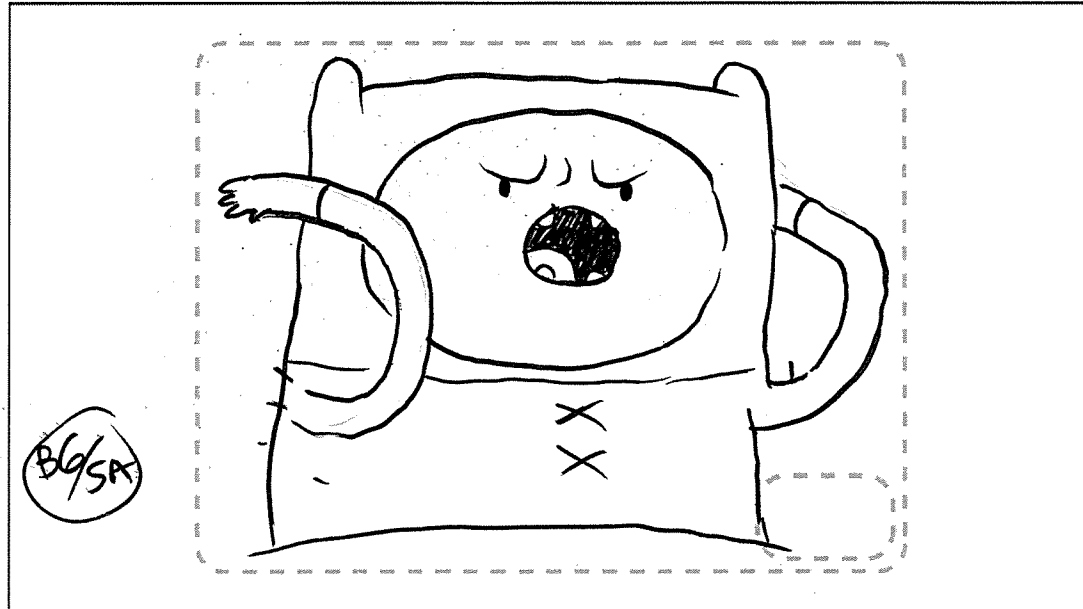
Page 33

Sc. 29

Pnl. B

Bg.

day night

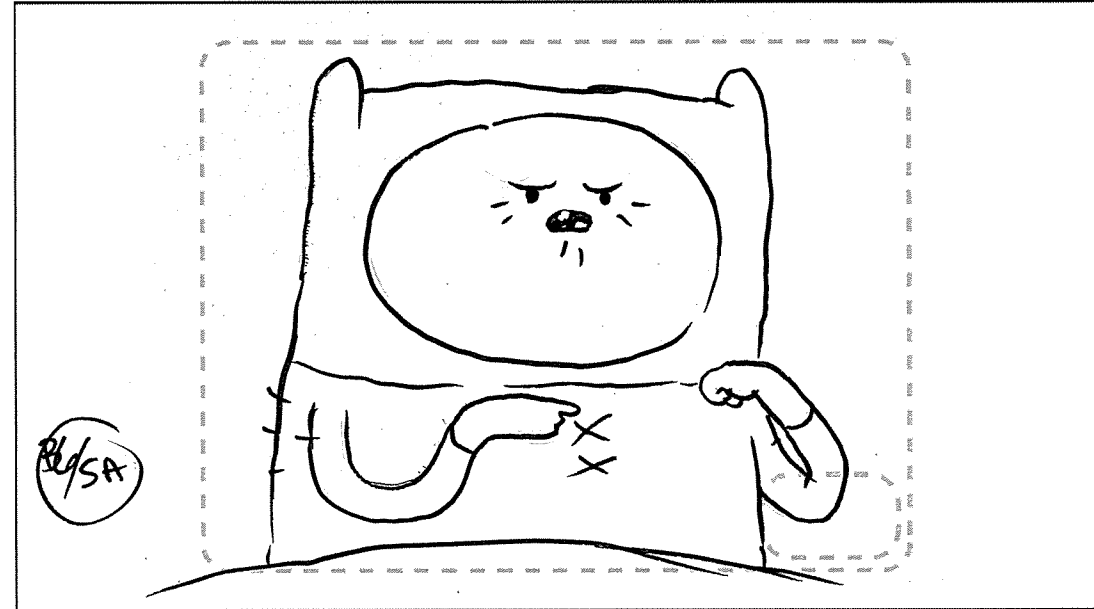


Sc. 29

Pnl. C

Bg.

day night



Dialog:

(F:) Have to do with real WARRIOR SKILLZ, anyway !?

(F:) If we were really inside that game - man -

Action:

Timing:

EPISODE # 100242

Production :

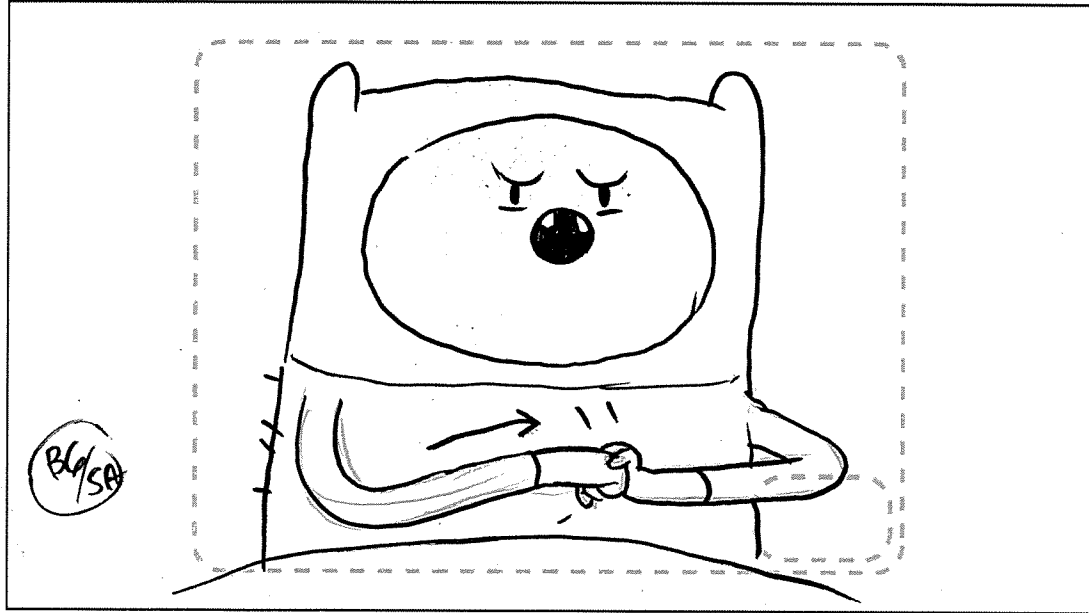
32

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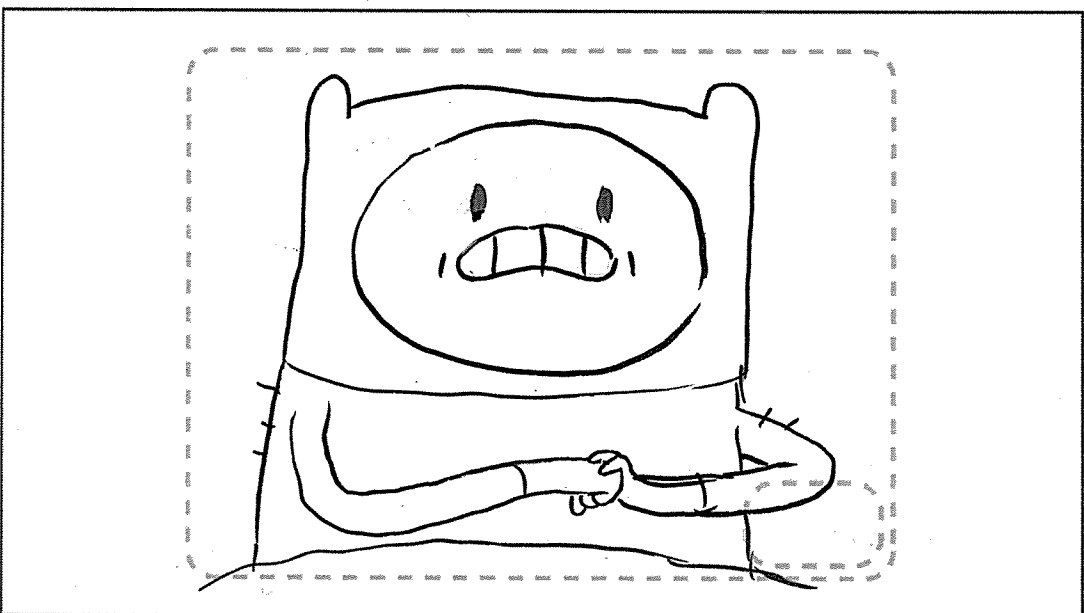
ADVENTURE TIME



Sc. 29 Pnl. D Bg. day night



Sc. 29 Pnl. E Bg. day night



Dialog:	(F:) We would <u>CRUSH</u> Silly Sam....	(F:) <u>BREEZILY!</u>
Action:	Finn punches his hand -	
Timing:		

EPISODE # 100242

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

with my mitts

Action:

Timing:



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# ADVENTURE TIME



Page 34B

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

100242  
EPISODE #

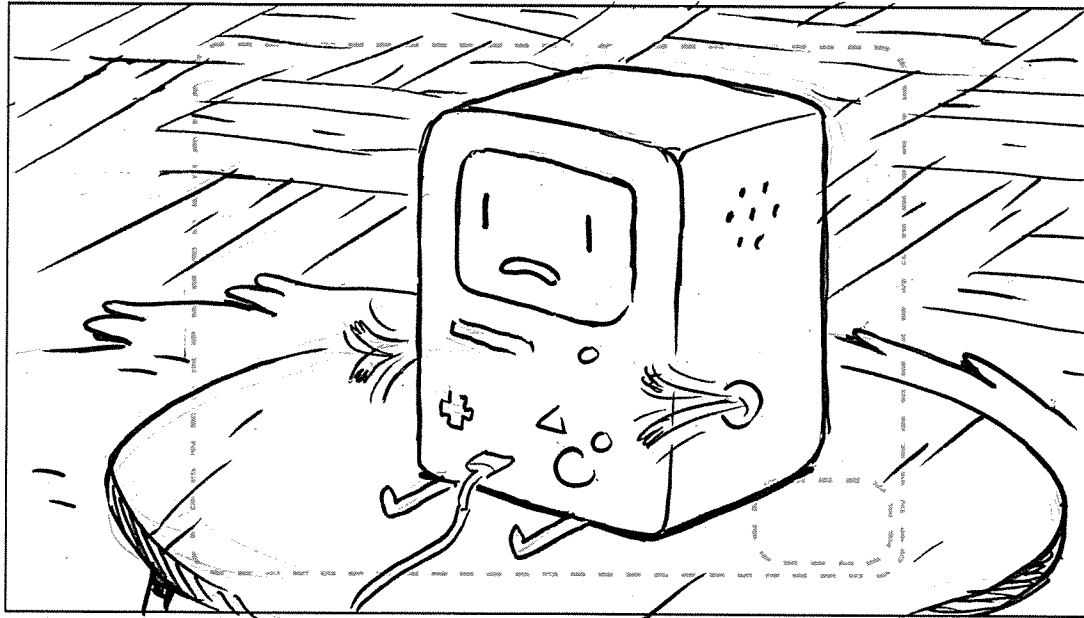
Production :

# ADVENTURE TIME

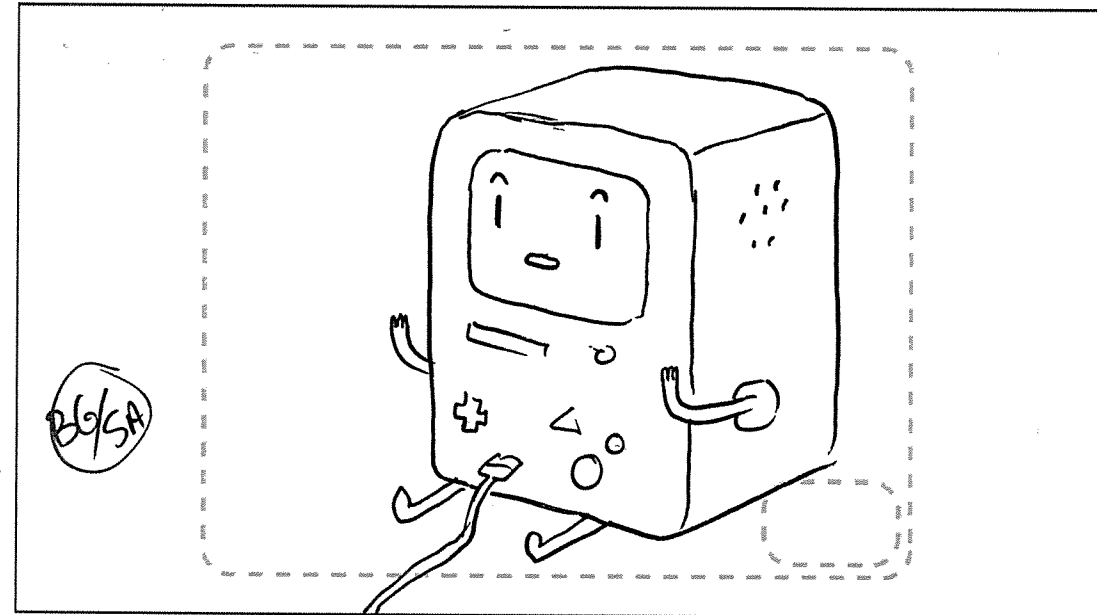


Page 35

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog:

BEEMO. OH NO! YOU DON'T WANT THAT!

BEEMO. it's much more dangerous than you think!

Action:

Timing:

EPISODE # 100242

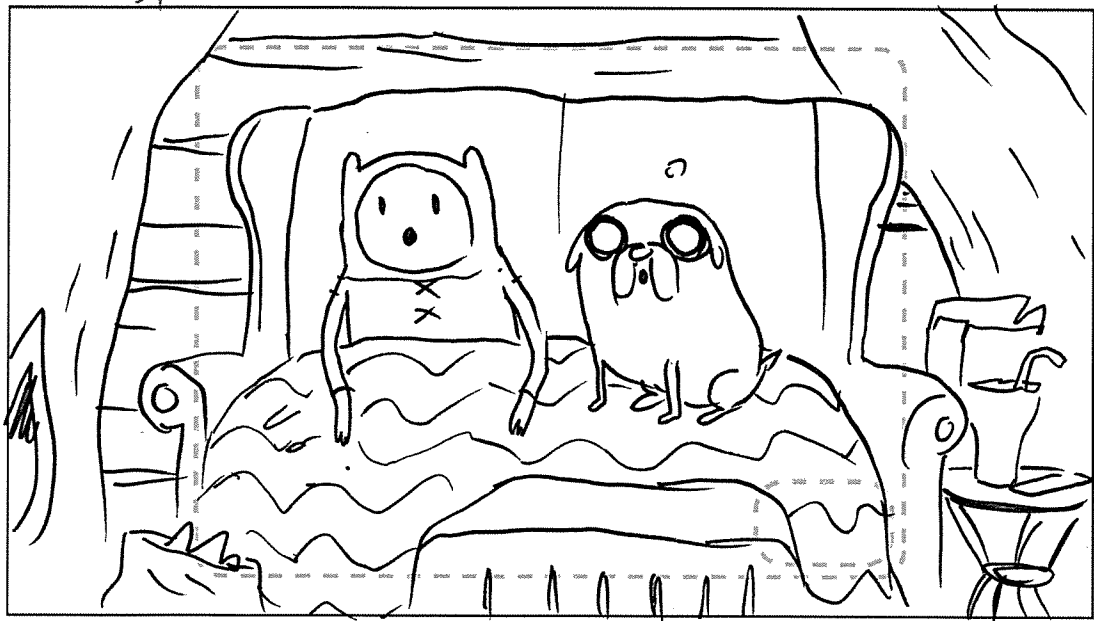
Production :

34

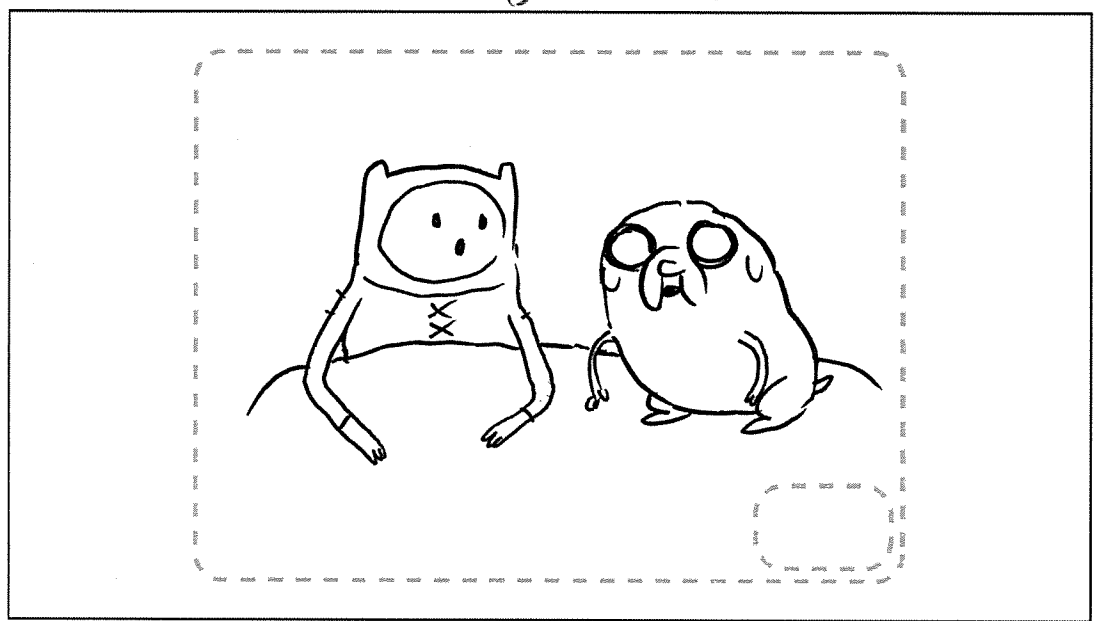
ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:	(F:) Whoa-whoa- wait!	(JAKE:) Beemo, is there a way for us to get in the game for real?
Action:		
Timing:		

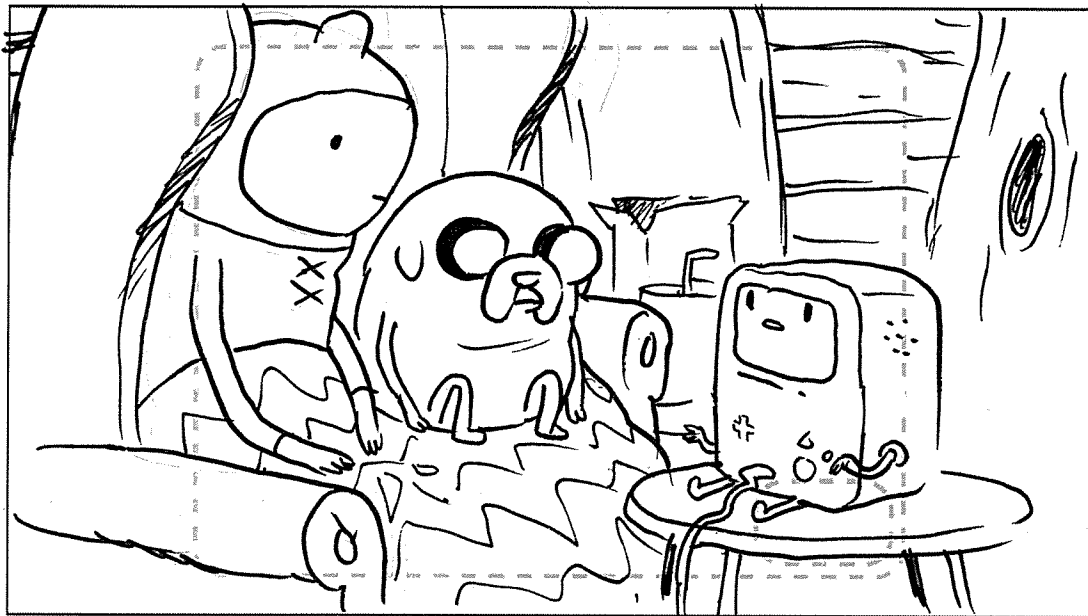
Production :  
EPISODE # 100242

# ADVENTURE TIME

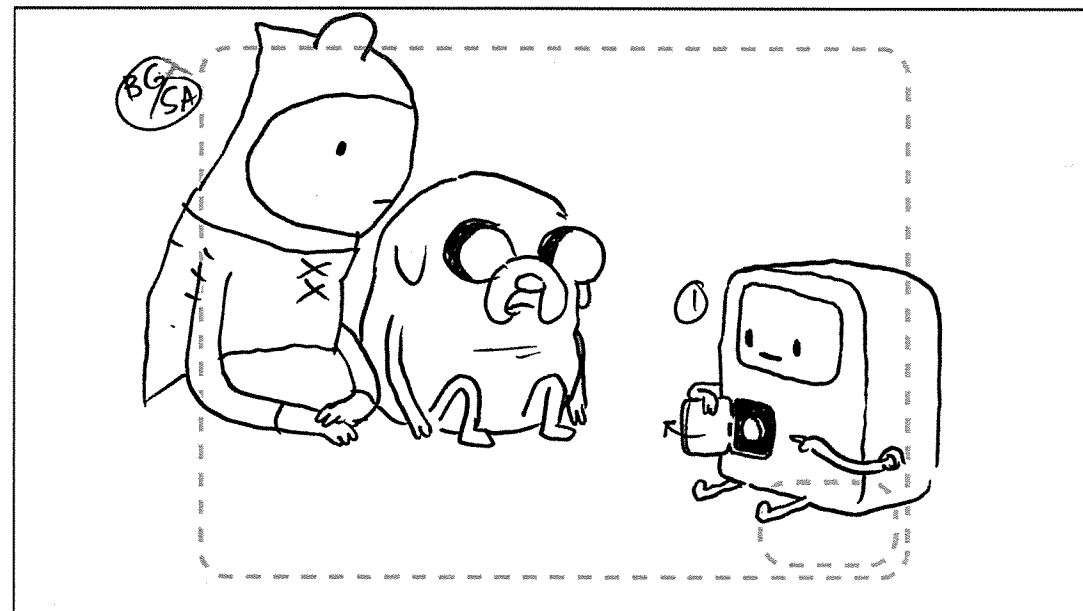


Page 37

Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:

BMO: Yes of course Jake -

BMO: ① if I push  
② this button --

Action:

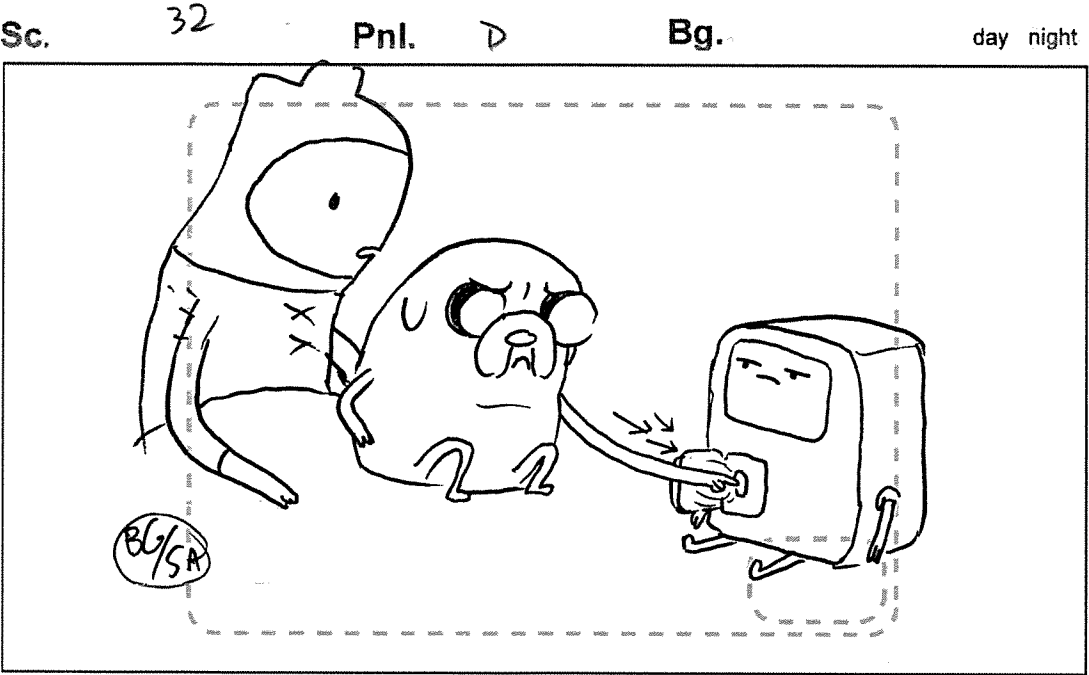
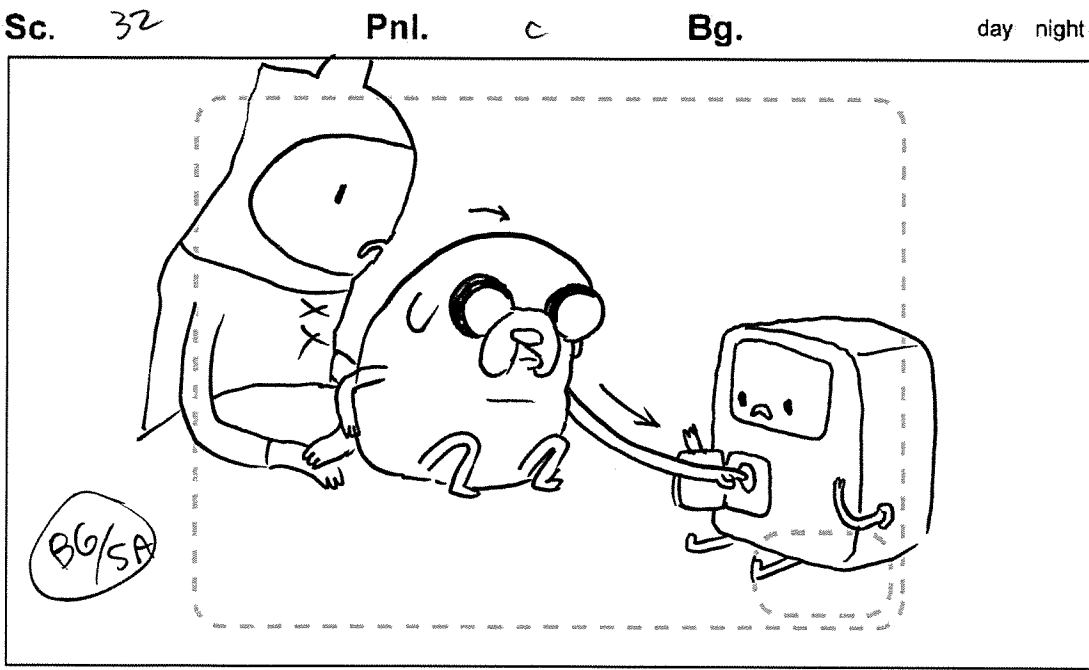


Timing:

EPISODE #  
100242

Production :

ADVENTURE TIME



Dialog:	
Action:	Jake's arm DARTS FORWARD QUICKLY And hits the button -  Jake is frustrated that the button isn't doing anything and presses it rapidly and repeatedly, as though trying to get his change back from a broken payphone -
Timing:	

EPISODE # 100242

Production :

37

# ADVENTURE TIME



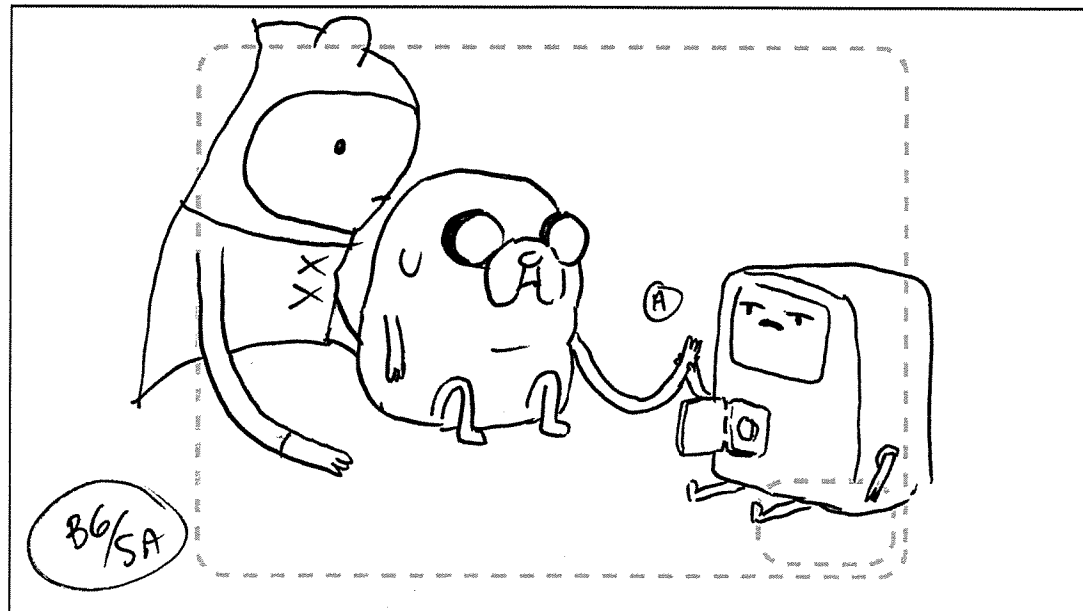
Page 39

Sc. 32

Pnl. E

Bg.

day night

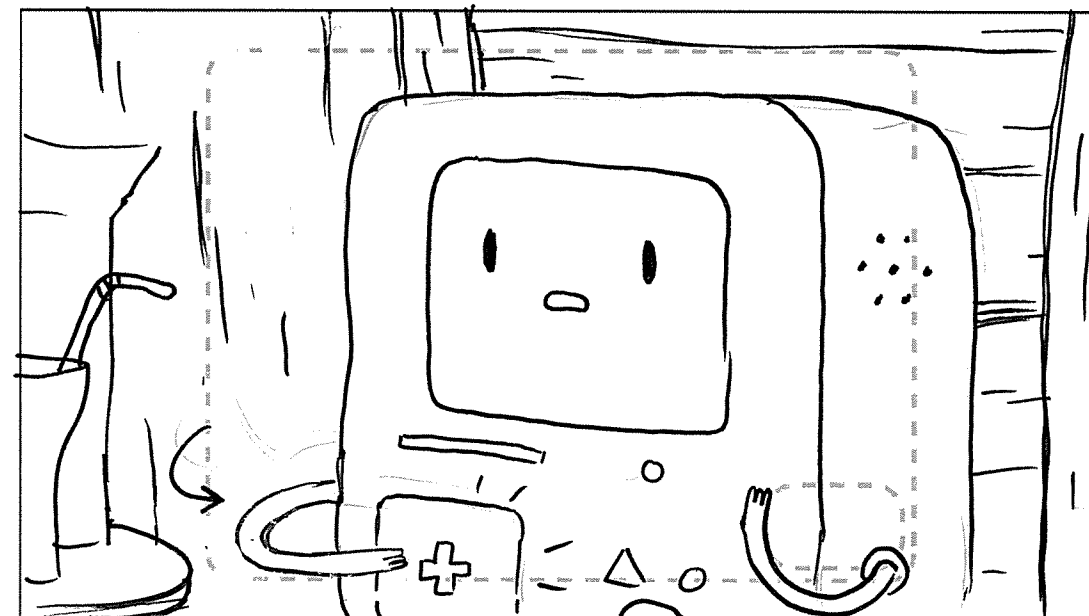


Sc. 33

Pnl. A

Bg.

day night



Dialog:

(BMO): if I push this button --

(BMO): You'll both be dangerously transported --

Action:

Beemo moves jake's hand aside  
then speaks.  
Jake pulls his hand back just  
before the cut.

Beemo shuts his hatch -

Timing:



EPISODE # 10 0242

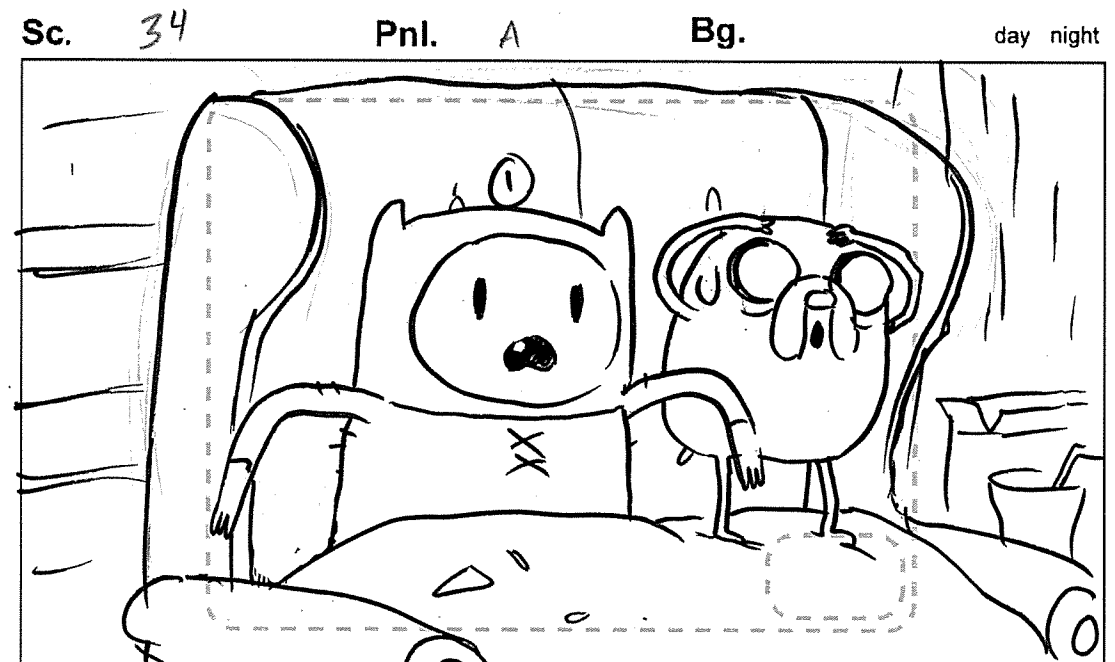
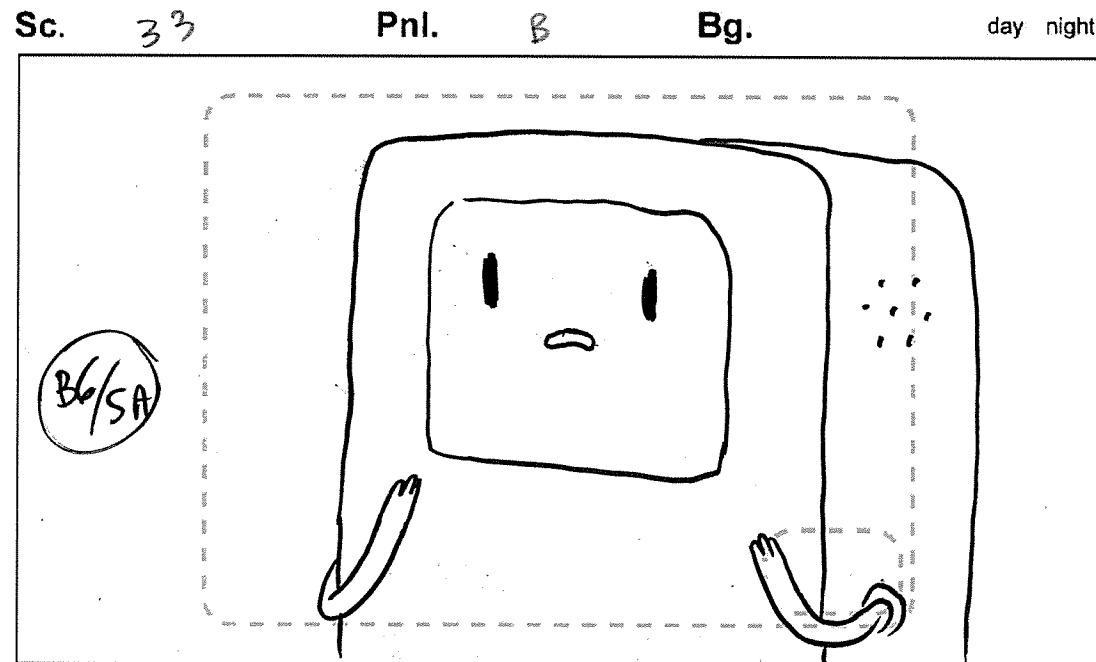
Production :

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# ADVENTURE TIME



Page 40



Dialog:

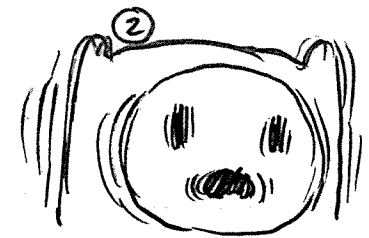
BMO: into my main-brain-game-frame,  
where it's very dangerous!

Action:

FINN ① OH! MAN! OH! -- BEEMO! ② YOU GOTTA  
LET US IN THAT GAME!

JAKE: OH MAN OH MAN!

on pose ②, finn's head  
vibrates from excitement.



Timing:

EPISODE # 100242

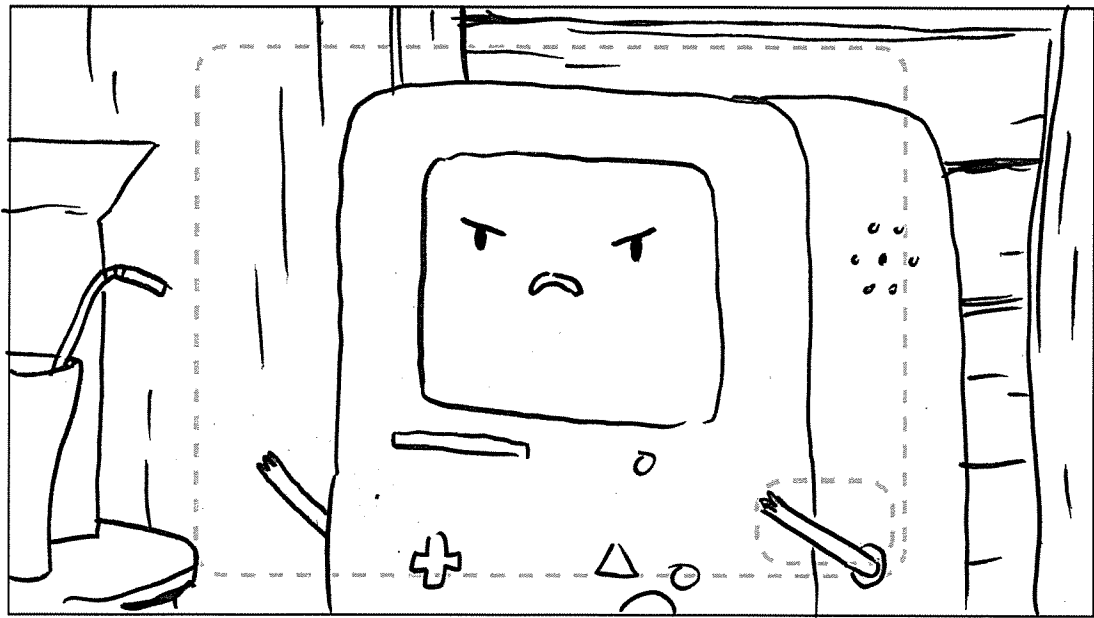
39

Production :

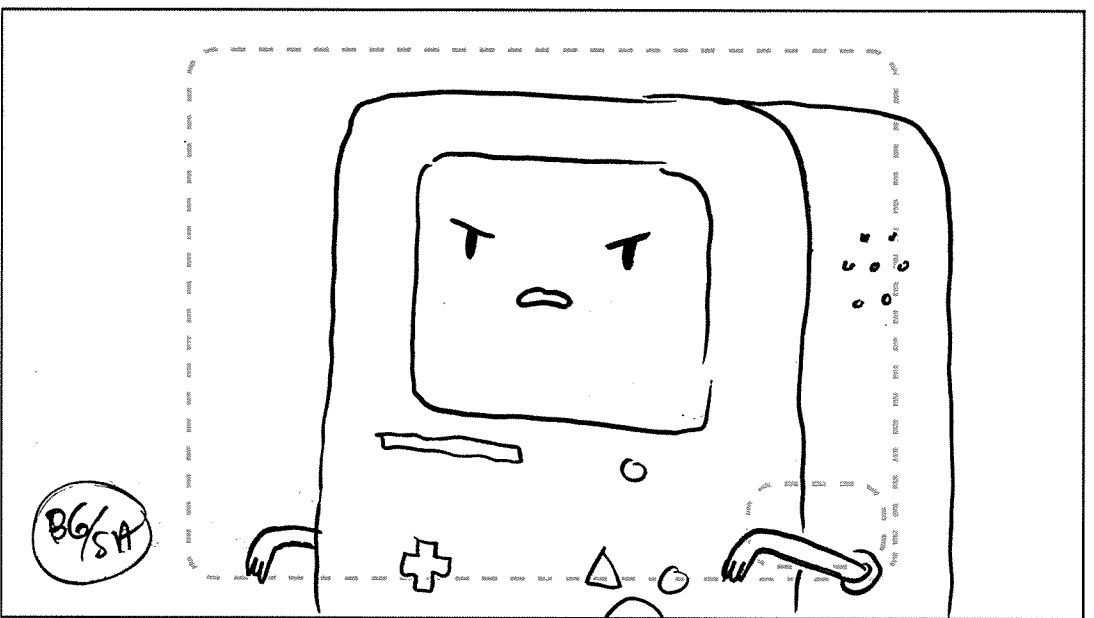
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



Dialog:	<p>BMO: NO, I <u>TOLD</u> YOU -</p> <p>BMO: it's a <u>far too dangerous</u> incredible adventure for you.</p>
Action:	
Timing:	

EPISODE # 100242

40

Production :

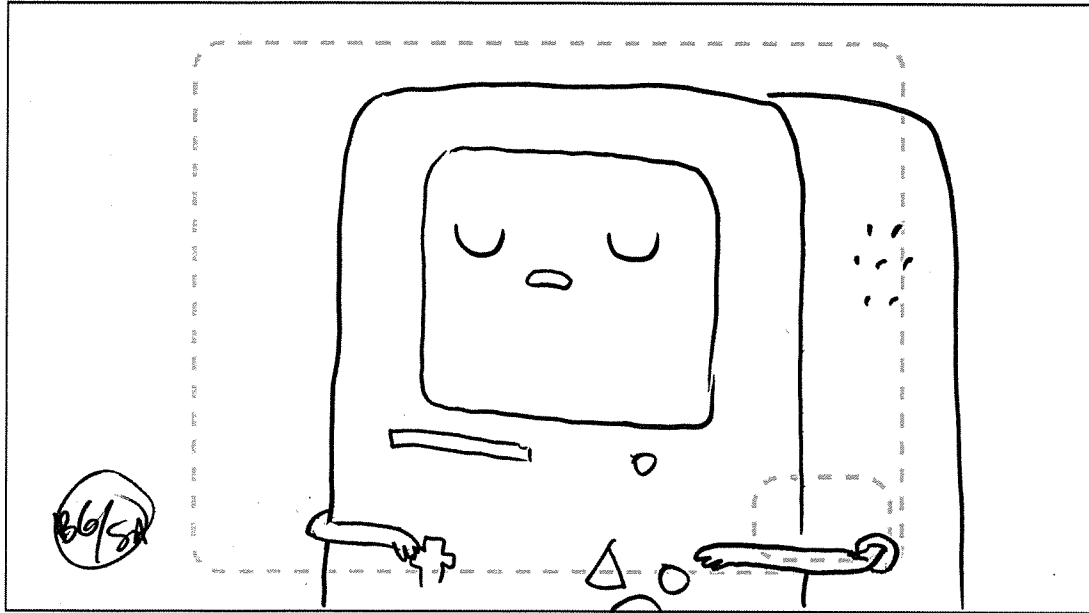


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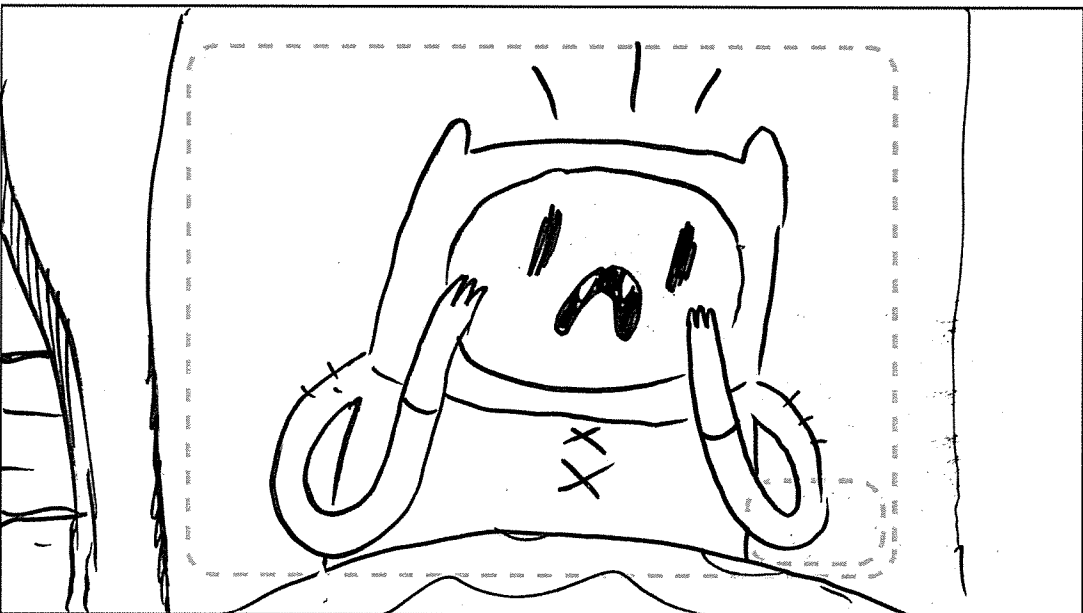
ADVENTURE TIME



Sc. 35 Pnl. C Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	(BMO:) And that's final.	(F:) OH GLOB MAN! I GOTTA GET IN THAT GAME!!
Action:		
Timing:		

EPISODE # 100242

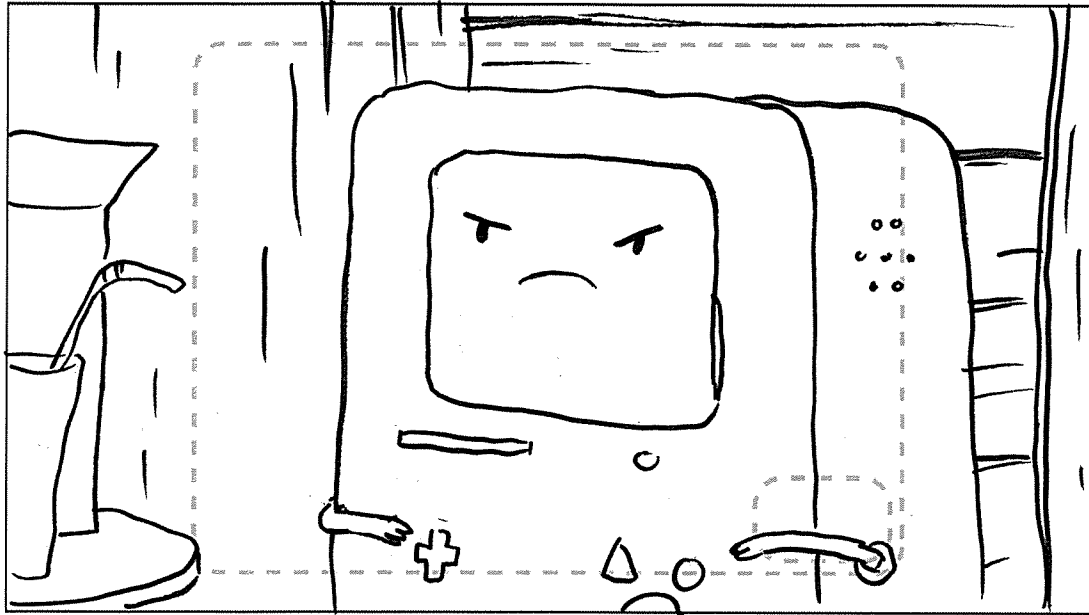
Production :

41

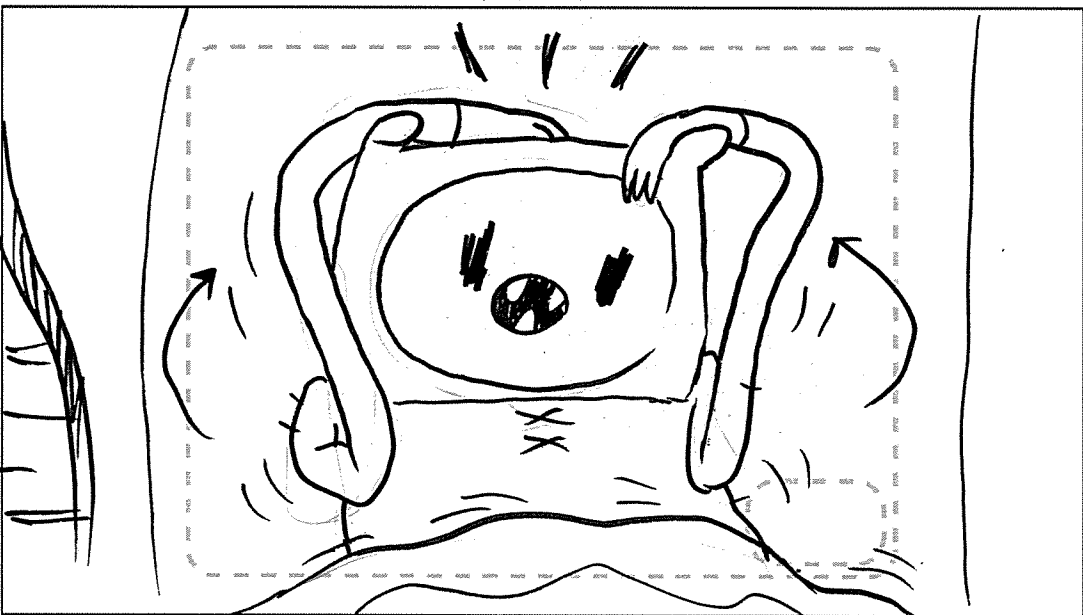
ADVENTURE TIME



Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	(F:) I JUST GOTTA KILL THAT FROG!!
Action:	Finn's flipping out shakes the blanket
Timing:	

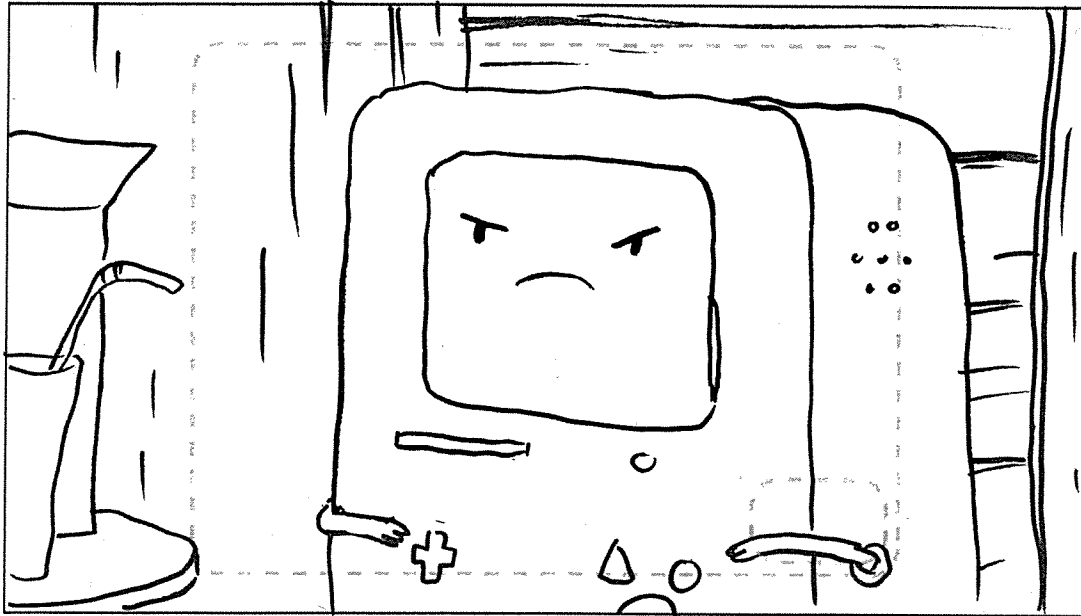
EPISODE # 100242  
Production :  
42

# ADVENTURE TIME

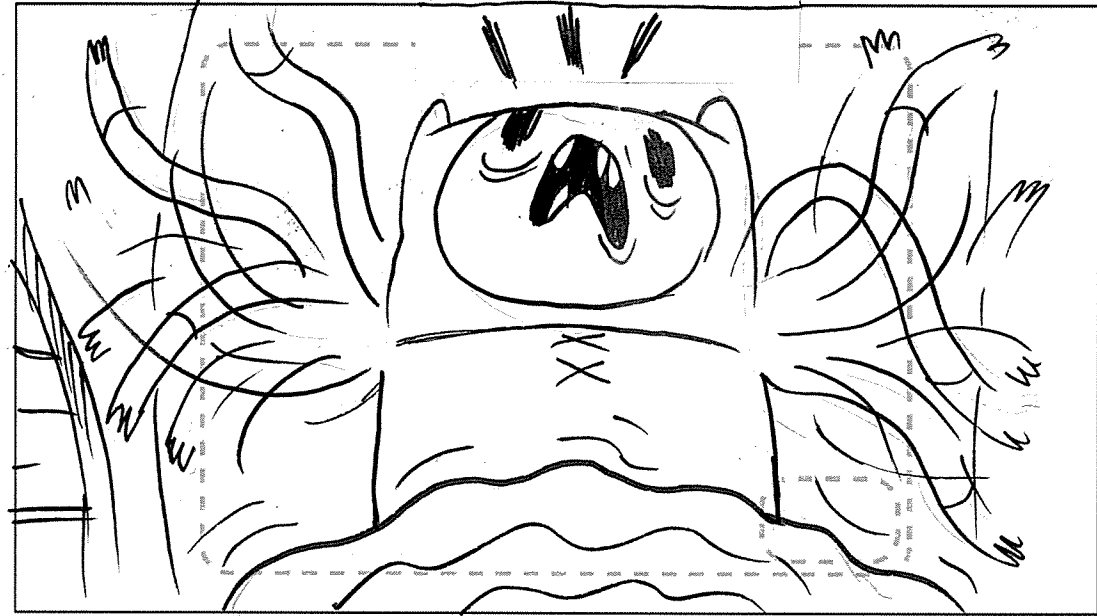


Page 44

Sc. 39 Pnl. A Bg. day night



Sc. 40 Pnl. A Bg. day night



Dialog:

(F) I JUST GOTTA --

Action:

Timing:

EPISODE # 100242

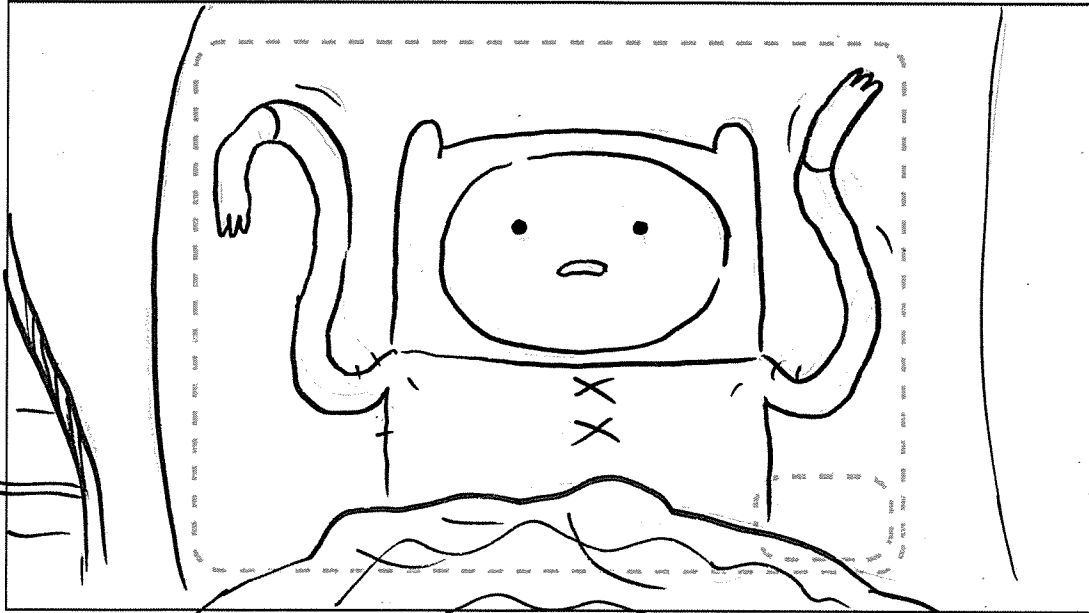
43

Production :

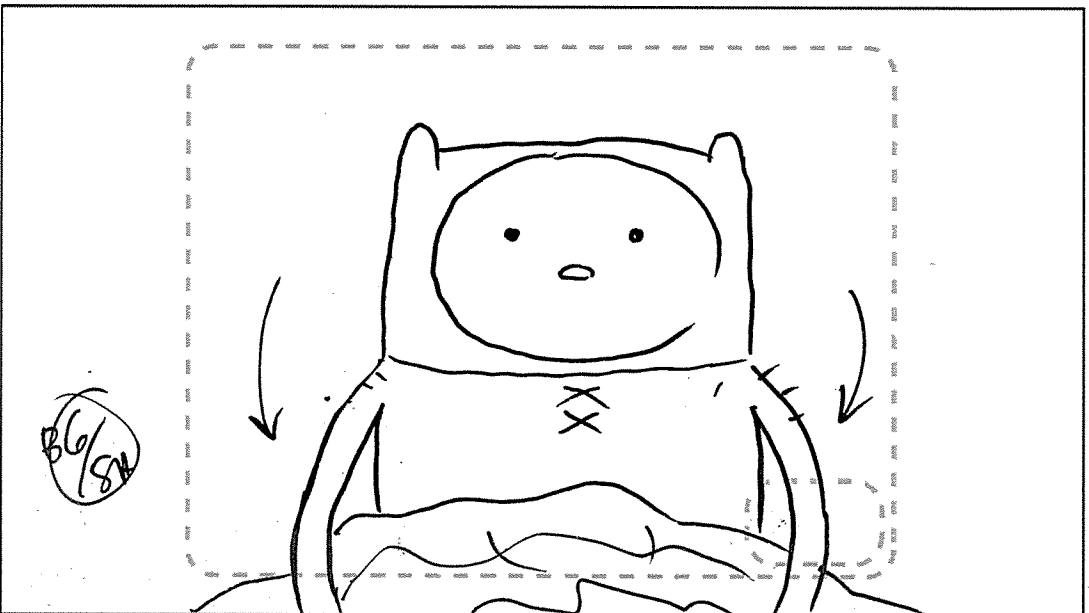
ADVENTURE TIME



Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



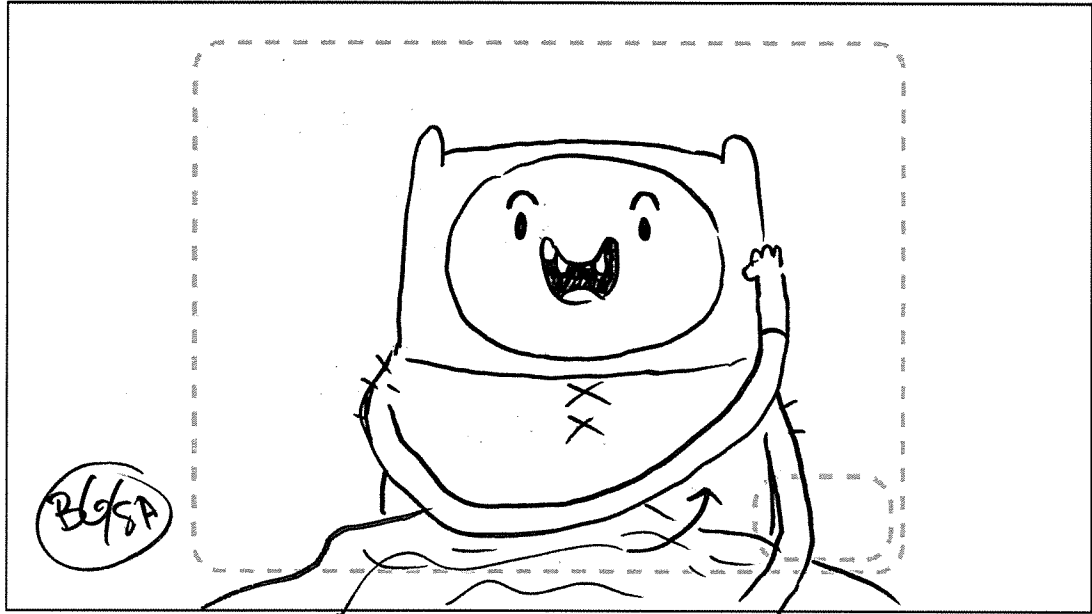
Dialog:	(F:) <del>uh</del> <del>uh</del> uh - I mean - oh, okay Beemo-	
Action:	Finn's arms stop with a brief wobble	Finn slowly lowers arms
Timing:		

EPISODE # 100242  
44  
Production :

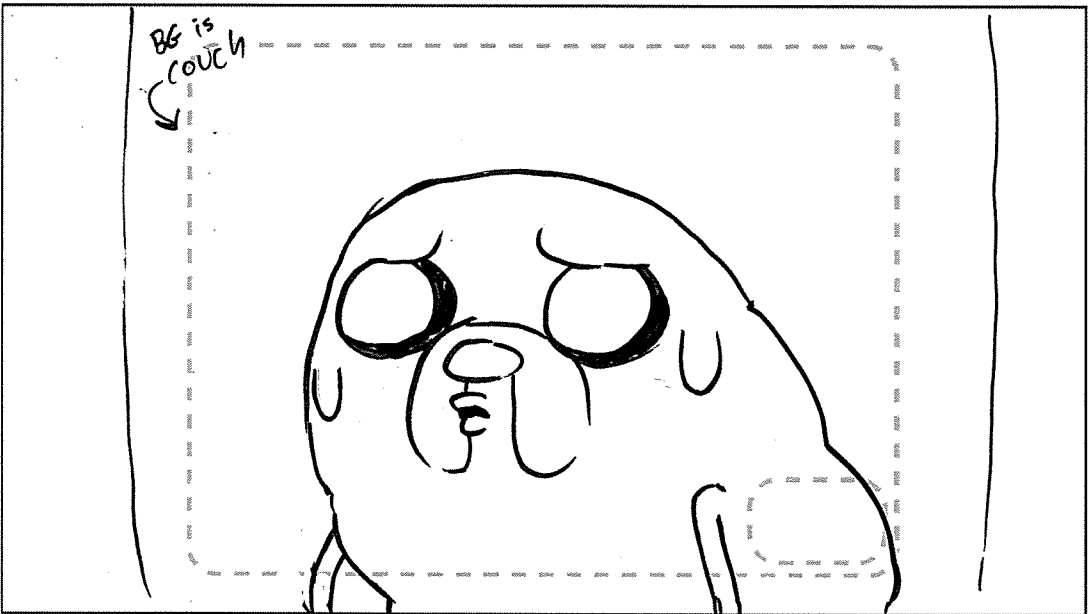
ADVENTURE TIME



Sc. 41 Pnl. D Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:	(F) WELP, TIME FOR BED!!	(JAKE) Finn?...
Action:		
Timing:		

EPISODE # 100242  
45  
Production :

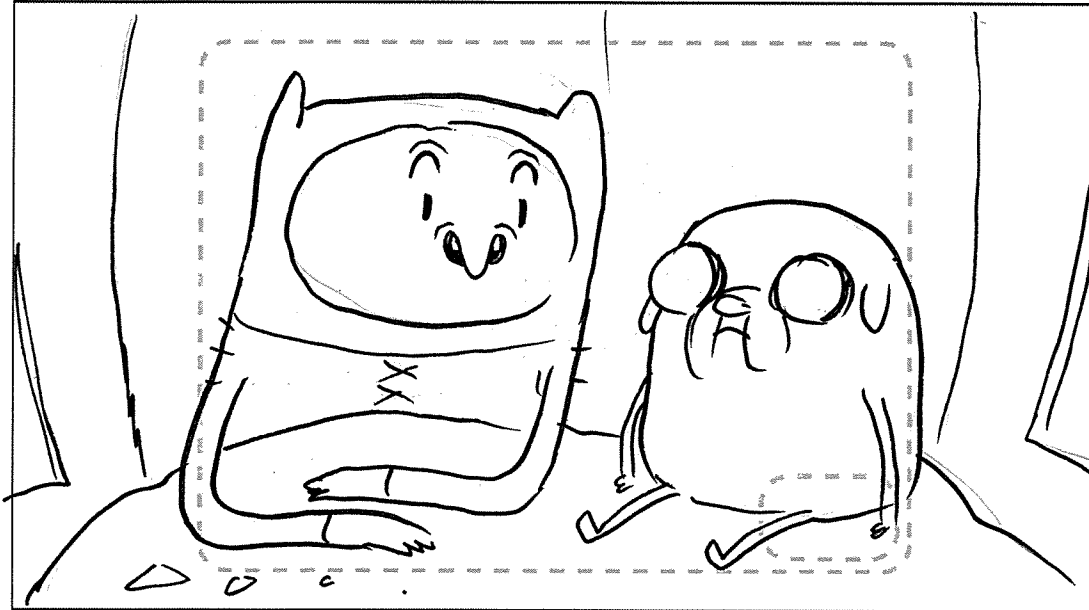
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# ADVENTURE TIME

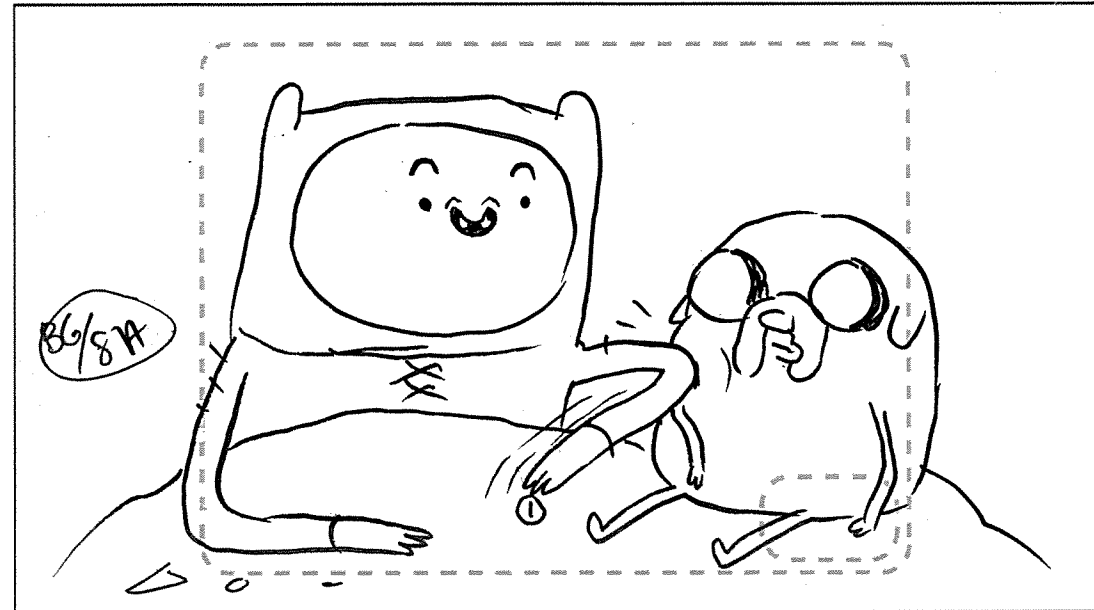


Page 47

Sc. 43 Pnl. A Bg. day night



Sc. 43 Pnl. B Bg. day night



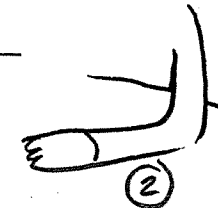
Dialog:

(F:) TIME for bed --

(F:) RIGHT JAKE...

Action:

Finn nudges Jake w/  
his elbow



Timing:

EPISODE #

100242

Production :

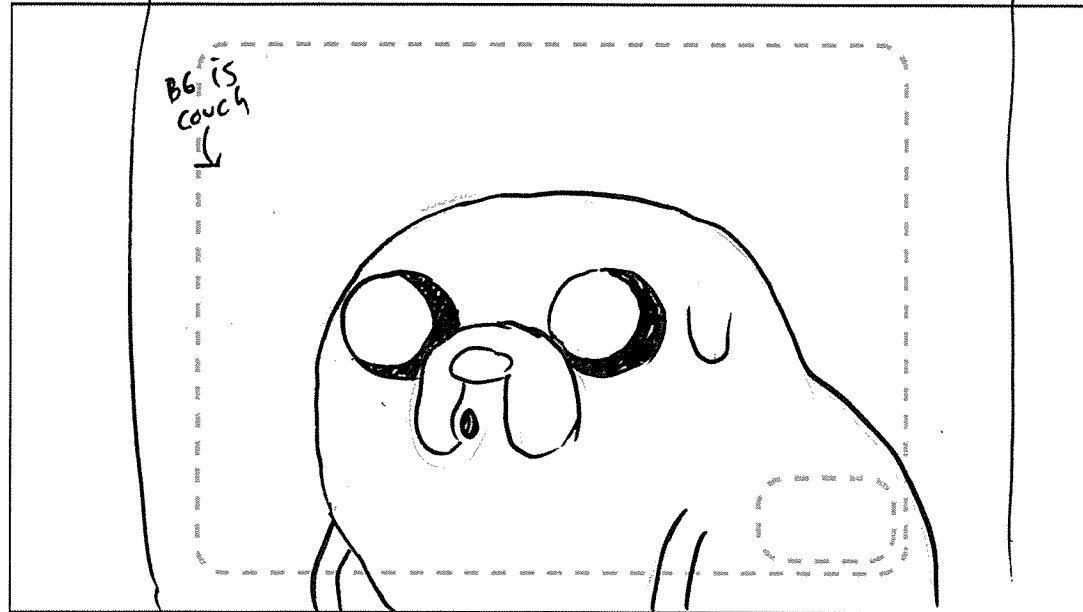
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# ADVENTURE TIME

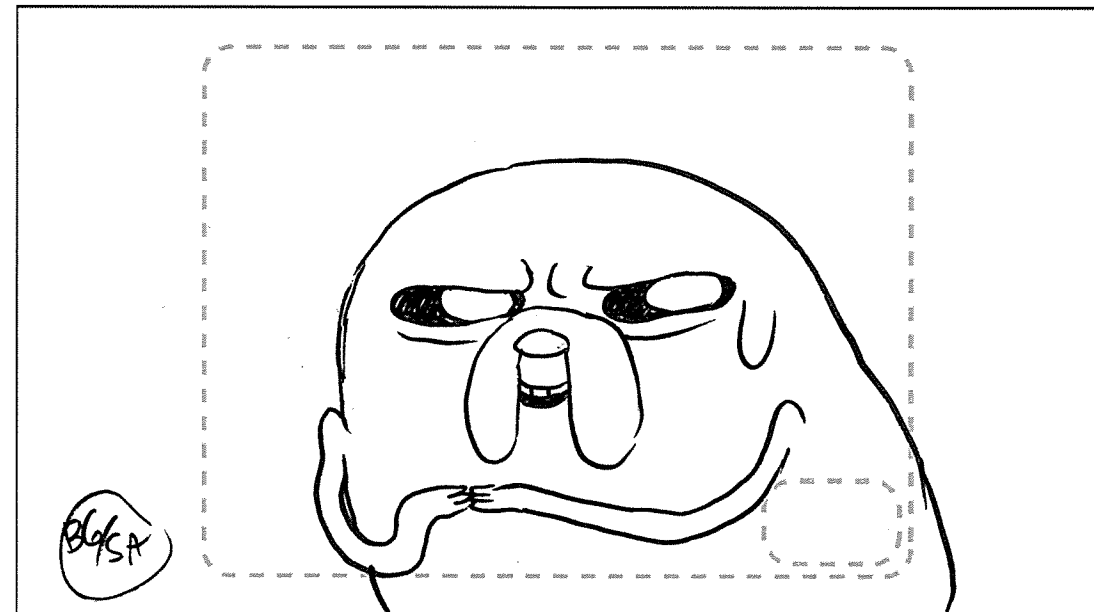


Page 48

Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog:	(J:) Oh- uh yeah -	(J:) heh heh- g'night Beemo, Time for Bed!
Action:		
Timing:		

EPISODE # 100242

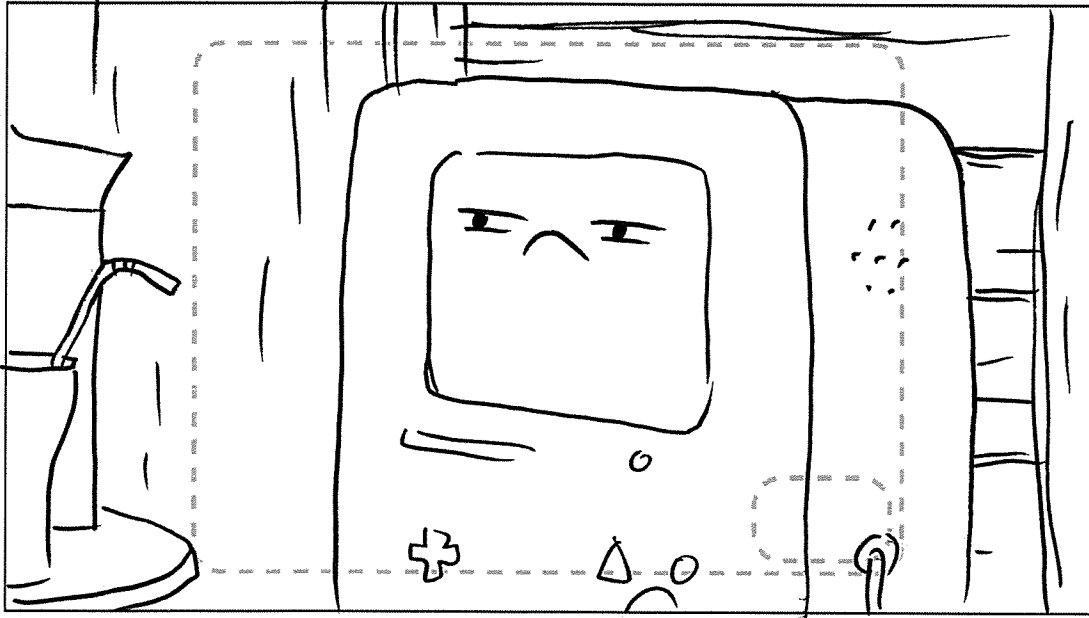
46.5

Production :

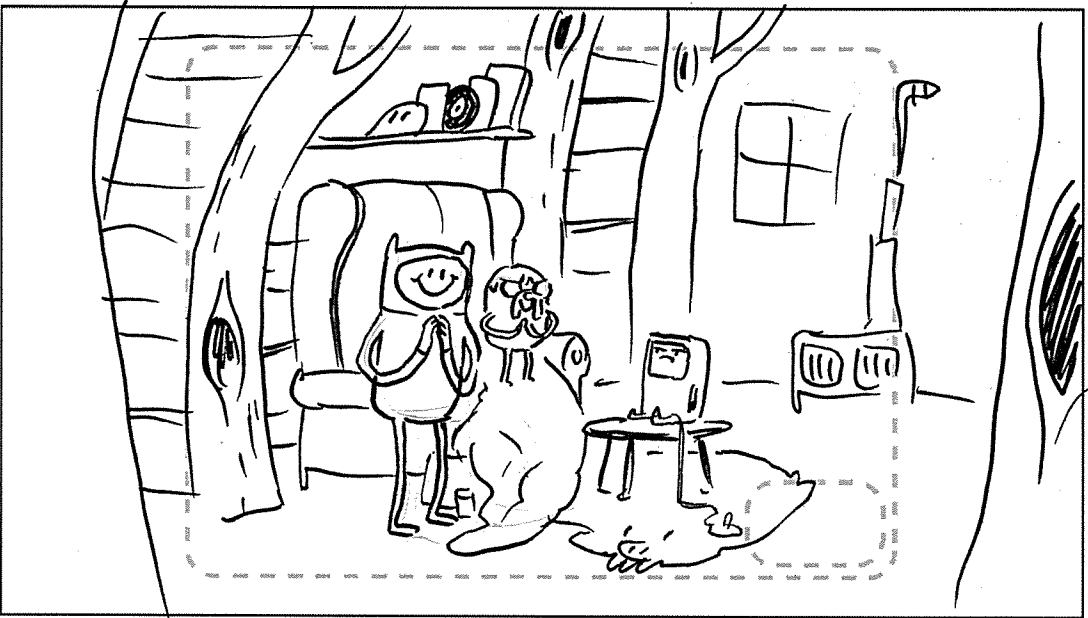
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100242

Production :

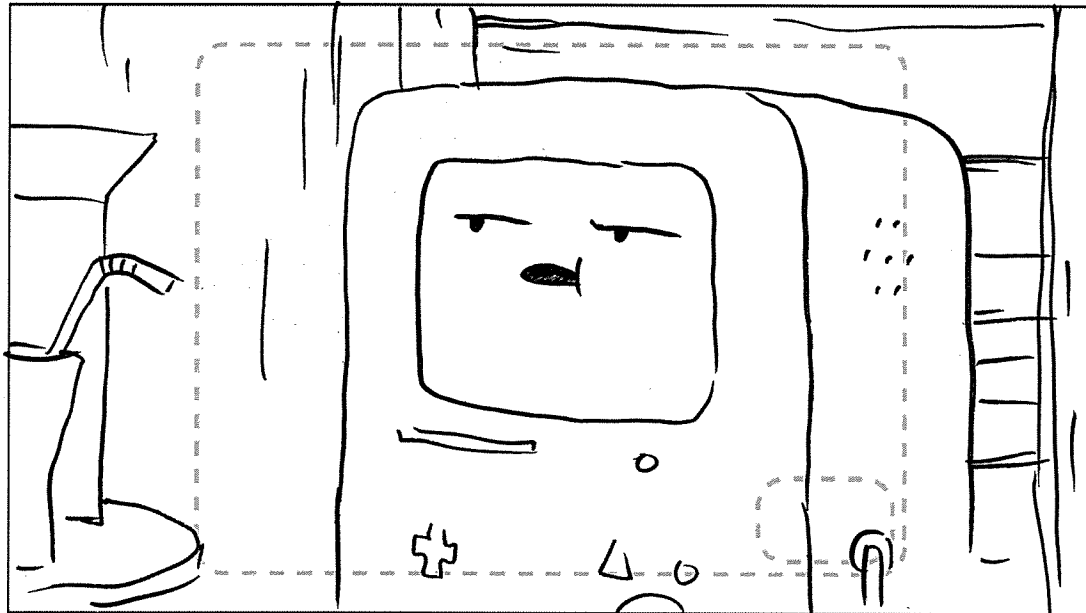


# ADVENTURE TIME

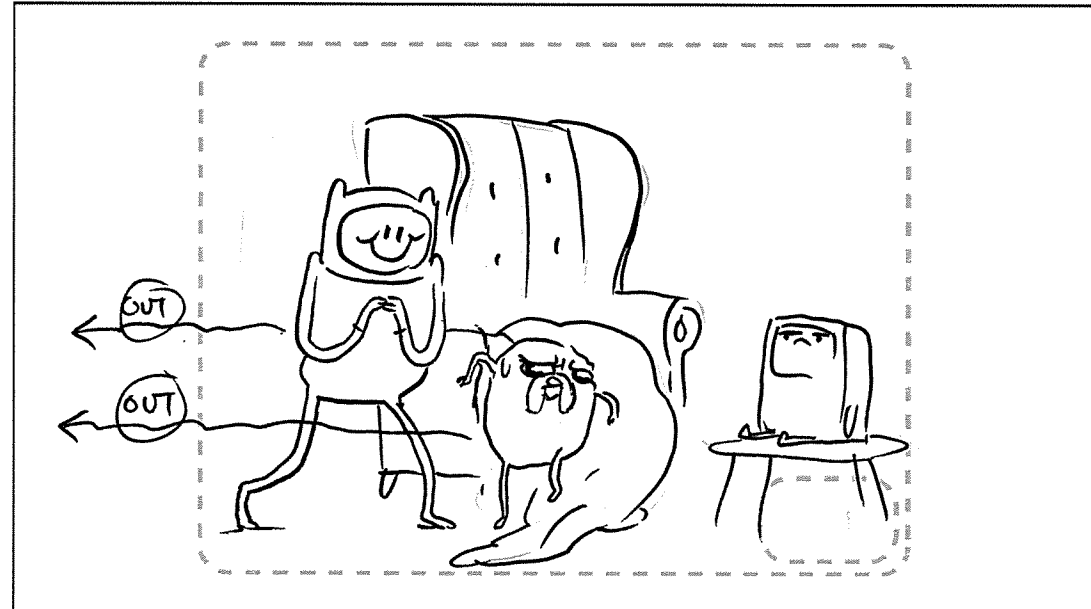


Page 50

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

BMO: yeah... yeah, okay.

J: heh... heh heh... heh heh heh...

Action:

F + J back out of screen  
mischievously

Timing:


EPISODE # 100242

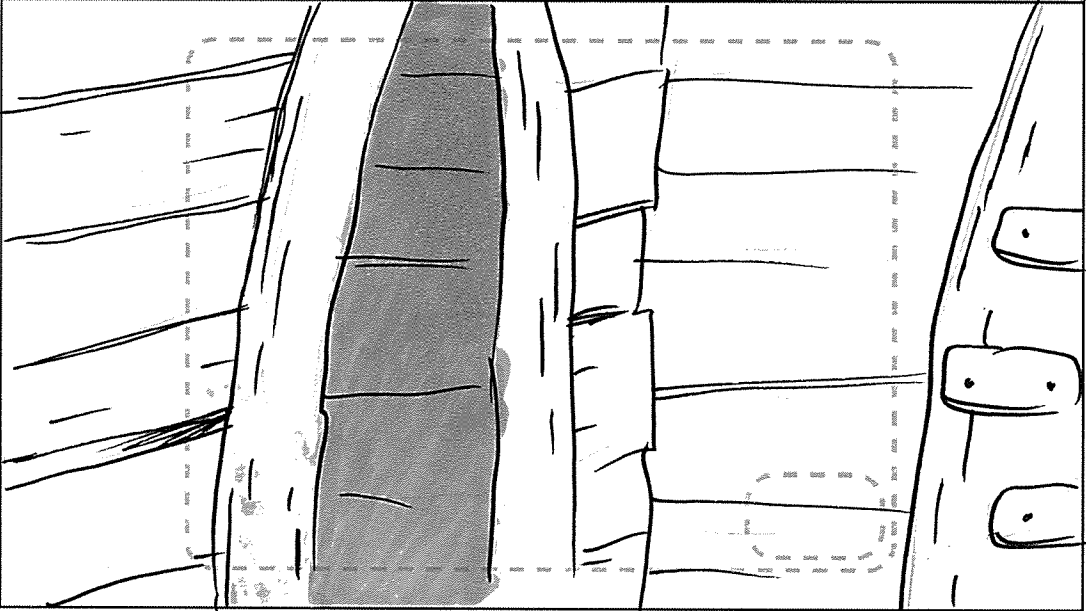
Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
				

Sc.	Pnl.	Bg.	day	night
49	A			

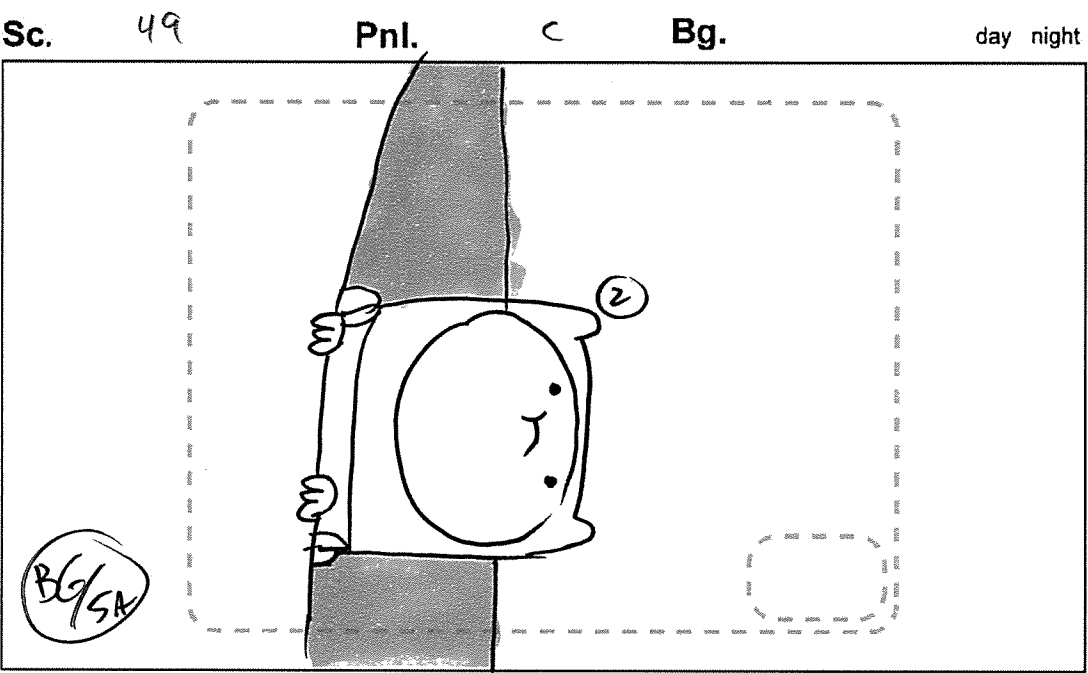
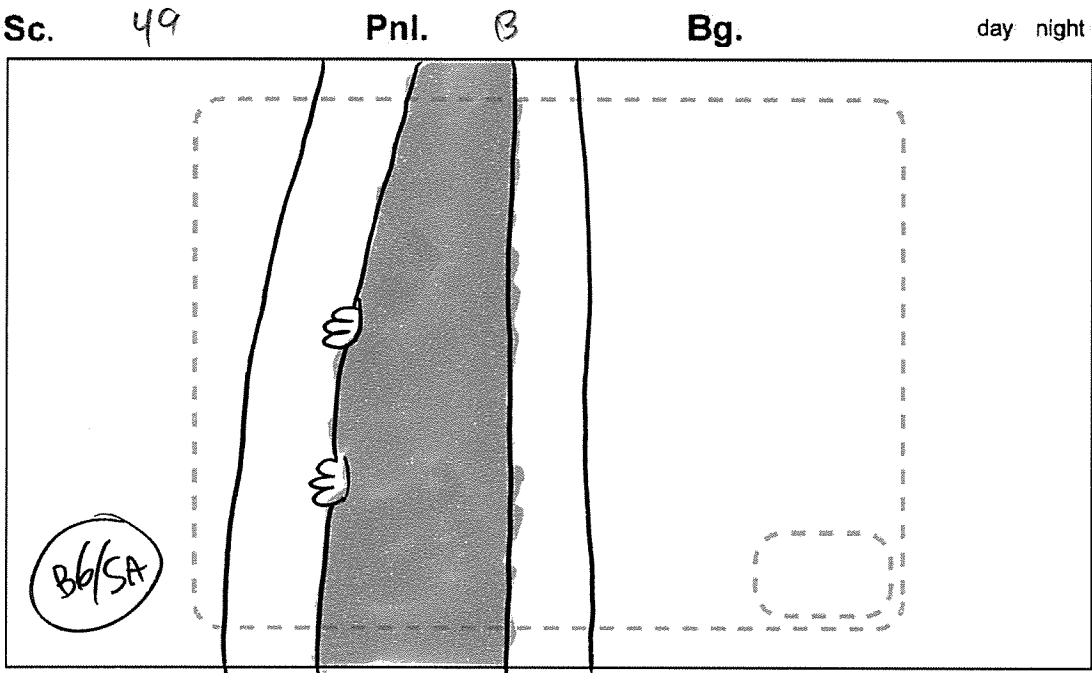
Dialog:
Action:
Timing:

EPISODE # 100242

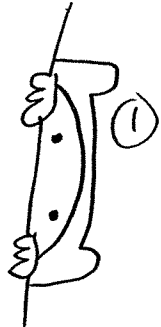
Production :

49

ADVENTURE TIME



Dialog:	
Action:	
Timing:	



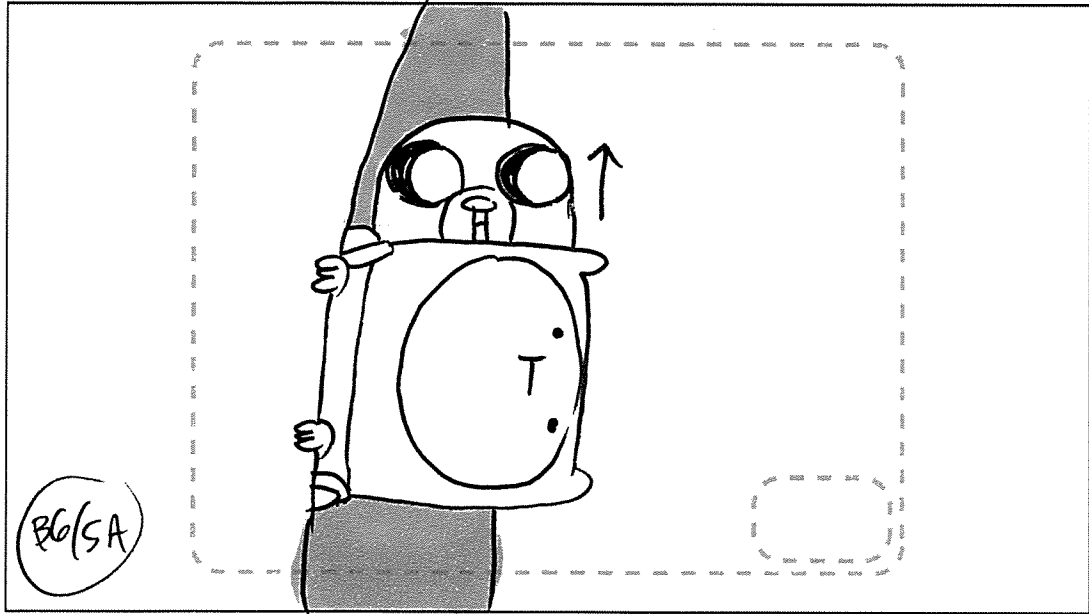
EPISODE # 100242

Production :

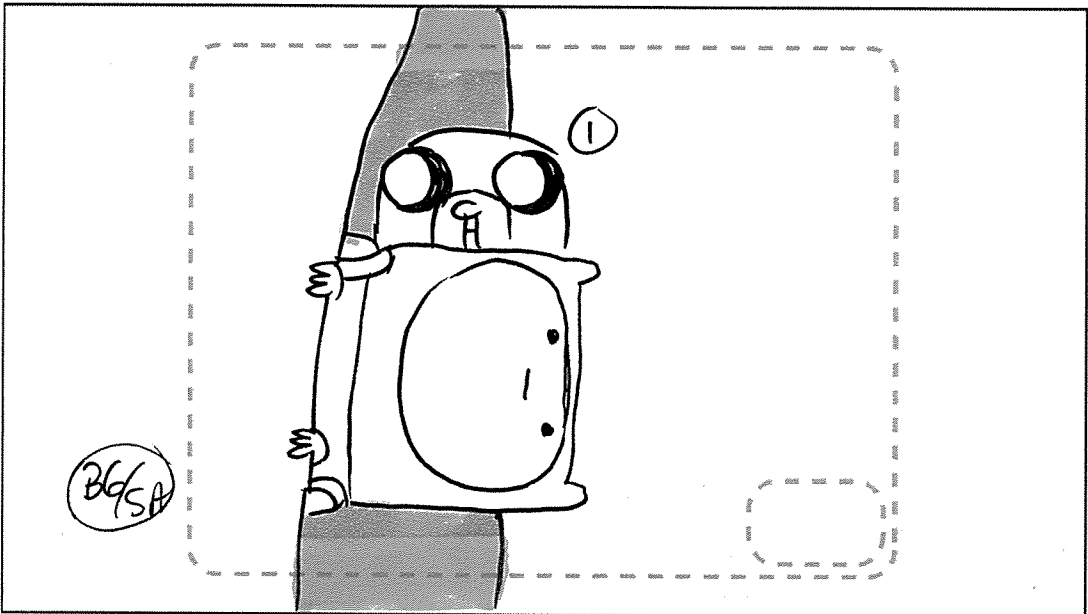
ADVENTURE TIME



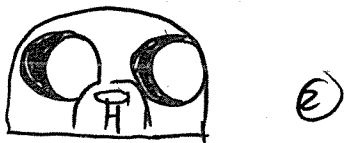
Sc. 49 Pnl. D Bg. day night



Sc. 49 Pnl. E Bg. day night



Dialog:
Action:
Timing:



EPISODE # 100242

Production :

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# ADVENTURE TIME



Sc. 49 Pnl. F Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	<div>① ②</div>
Timing:	

EPISODE # 10 0242

Production :

52

# ADVENTURE TIME



Page 55

Sc. 50 Pnl. A Bg. day night



**Dialog:**

**Action:**

**Timing:**

EPISODE # 100242

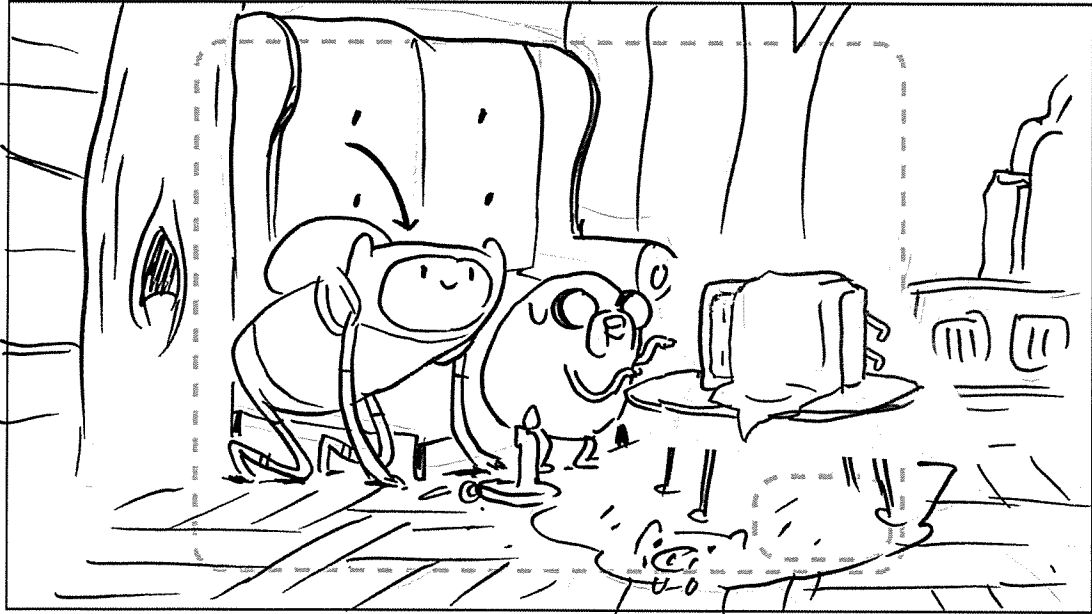
Production :

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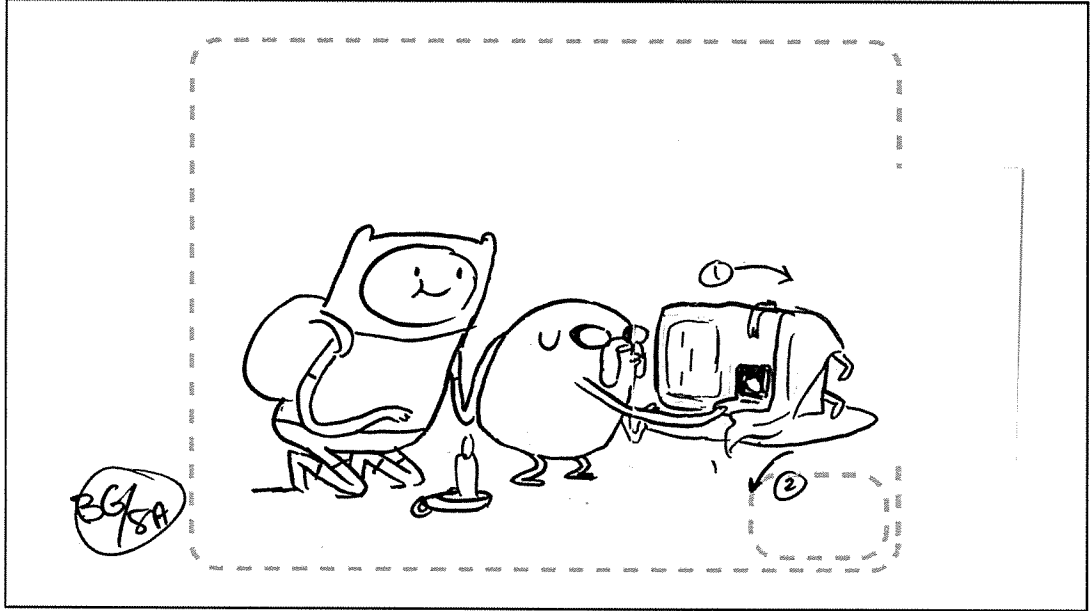
ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



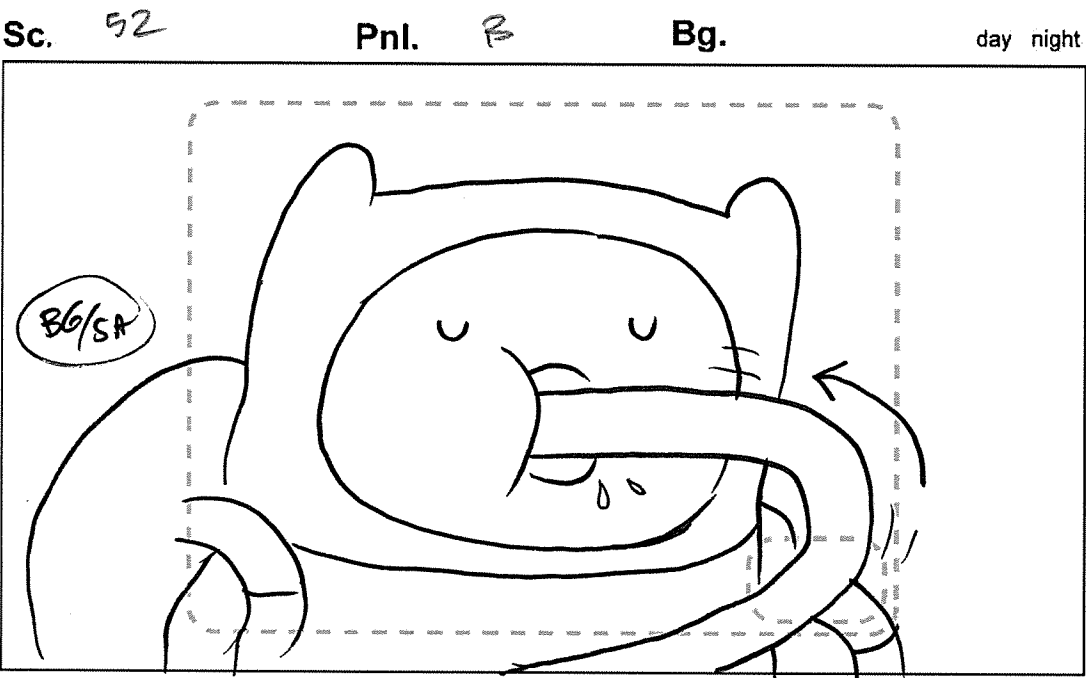
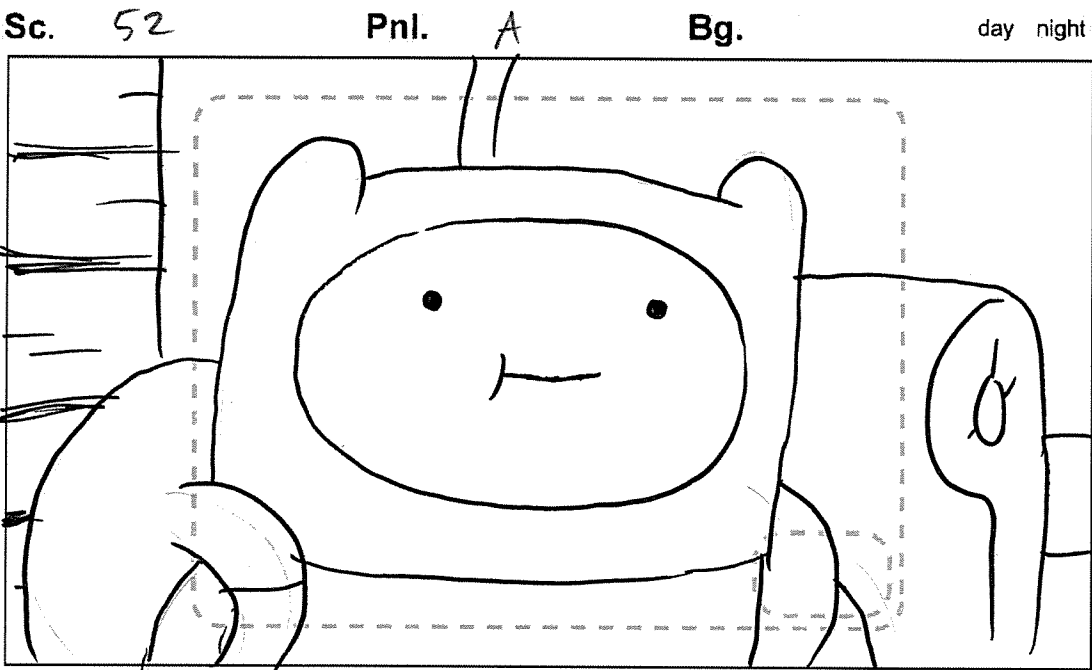
Dialog:	
Action:	Jake pushes back blanket and opens flap -
Timing:	

EPISODE # 100242

Production :

57

ADVENTURE TIME



Dialog:
Action:
Timing:

Production : EPISODE # 10 0242

5

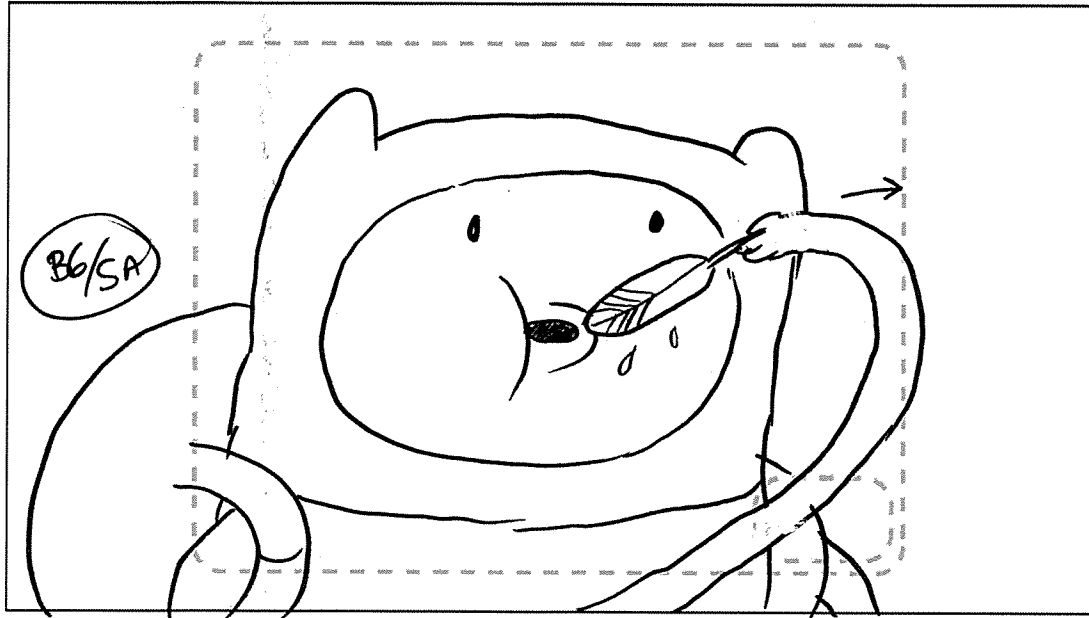


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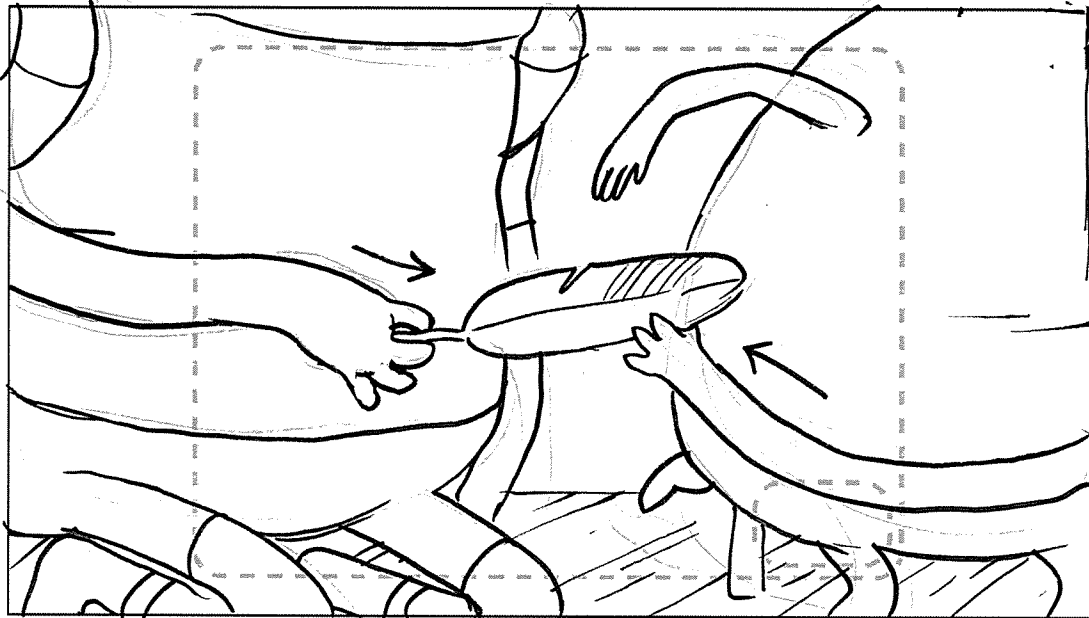
# ADVENTURE TIME



Sc. 52 Pnl. C Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:
Action:
Timing:

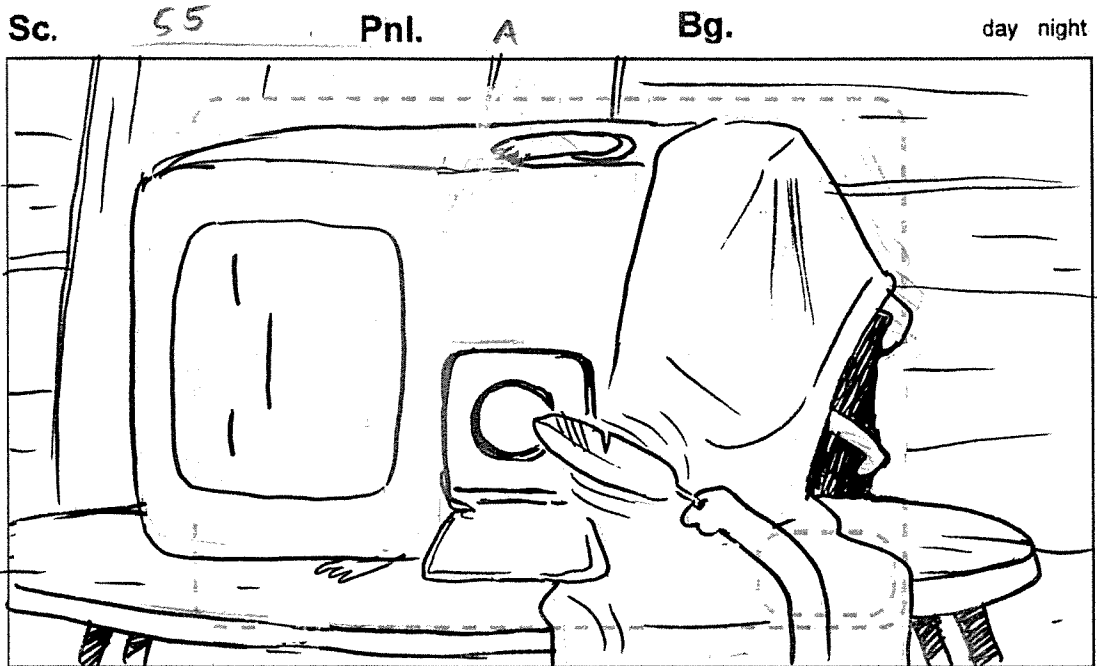
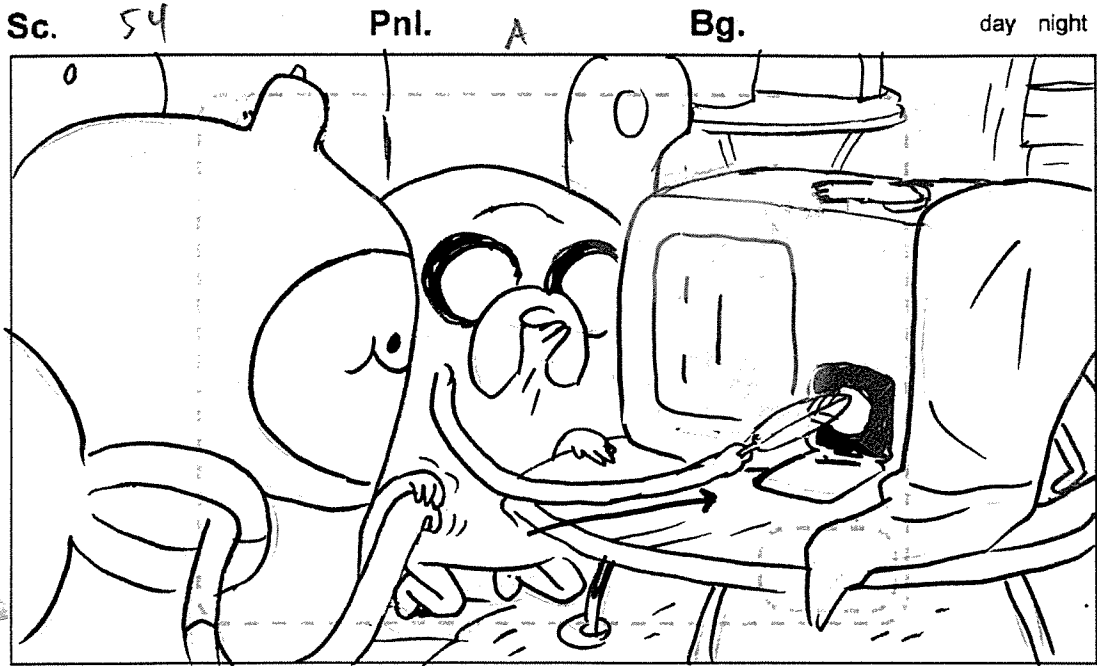
EPISODE # 100242

Production :

53

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ADVENTURE TIME



Dialog:
Action: Jake reaches feather to button
Timing:

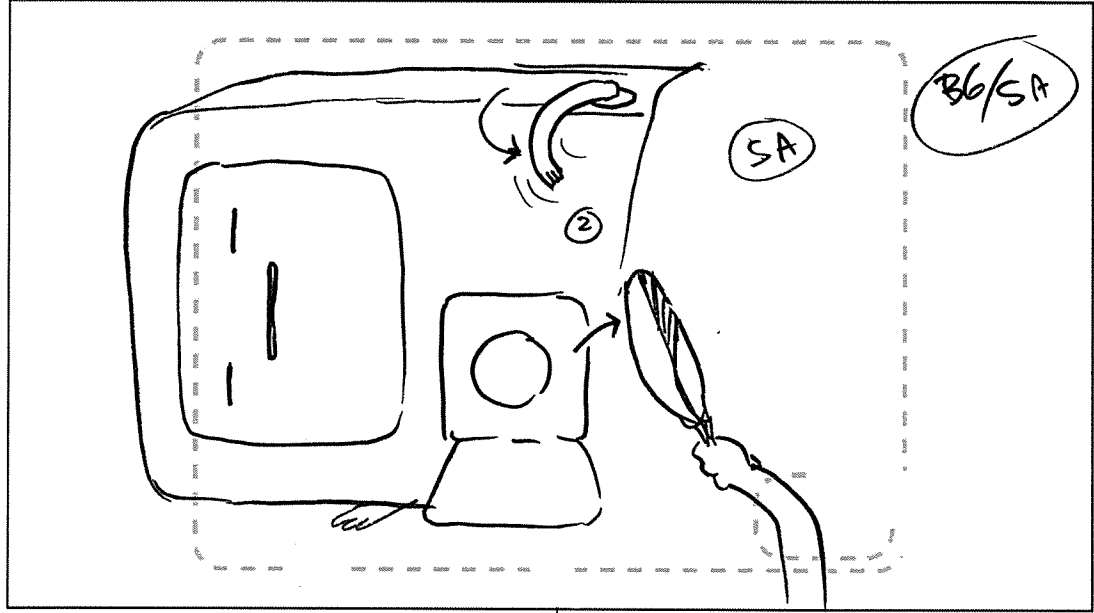
10 02 42  
EPISODE #  
Production :

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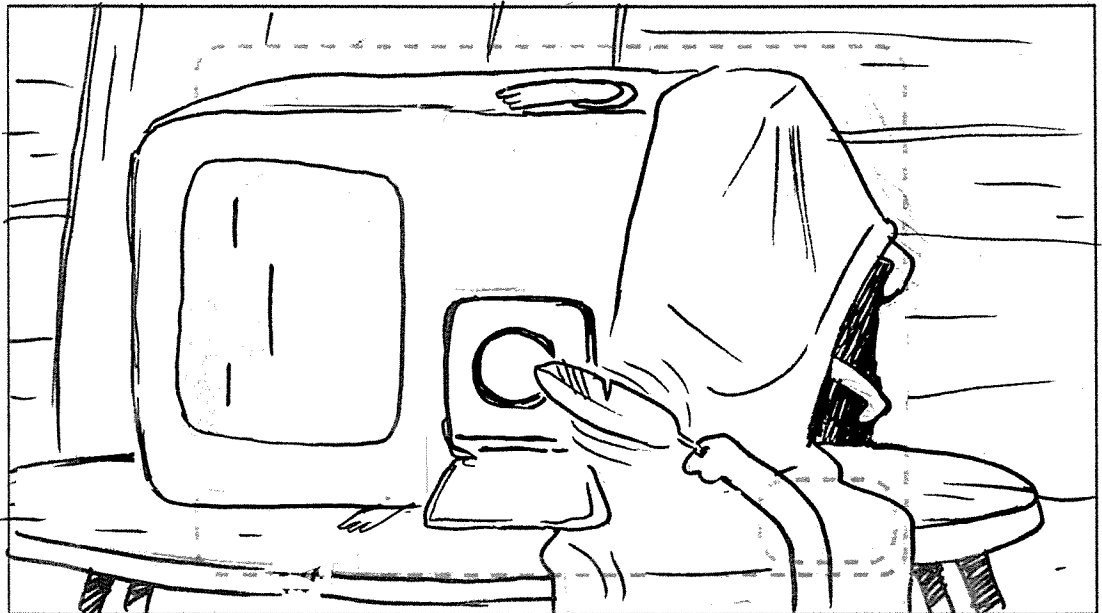
ADVENTURE TIME



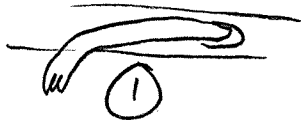
Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog:	
(BMO:) - nng h...	
Action:	Jake pulls the feather back as Beemo takes a swipe ① ② ①
Timing:	Jake tickles button



EPISODE # 100242

Production :

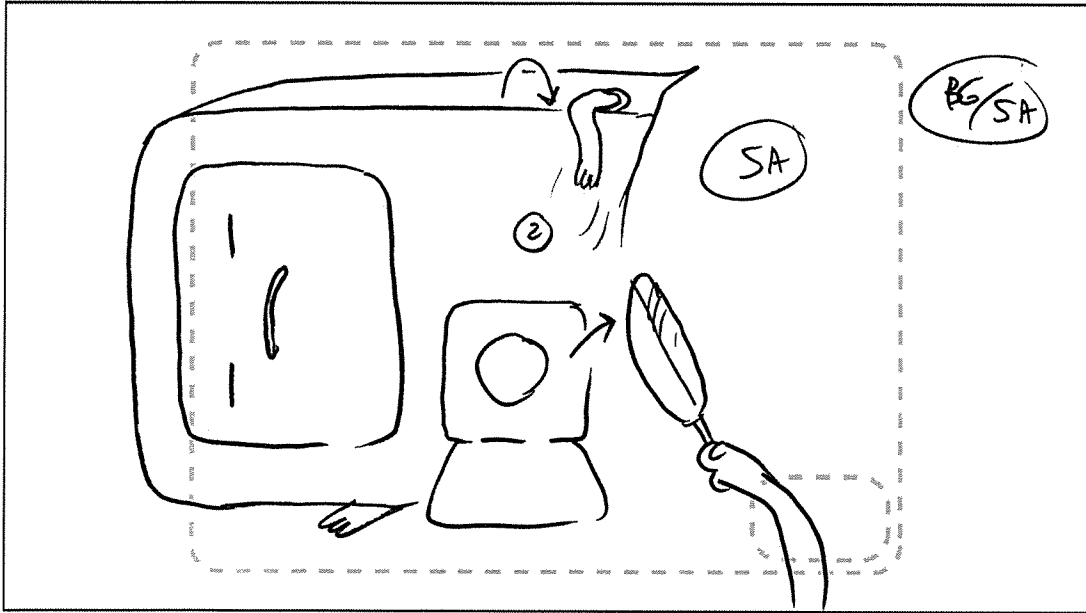
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# ADVENTURE TIME

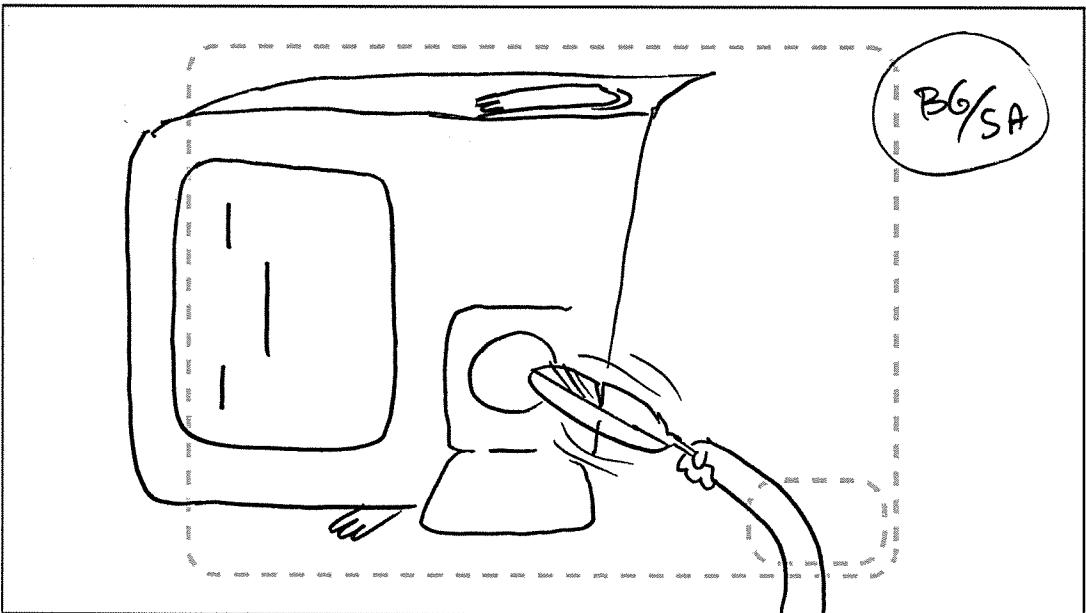


Page 61

Sc. 55 Pnl. D Bg. day night



Sc. 55 Pnl. E Bg. day night



Dialog:

BMO: menh--

Action: Jake pulls the feather back as Beemo swipes ① ② ①



Jake tickles the button

Timing:

EPISODE # 100242

Production :

59

ADVENTURE TIME

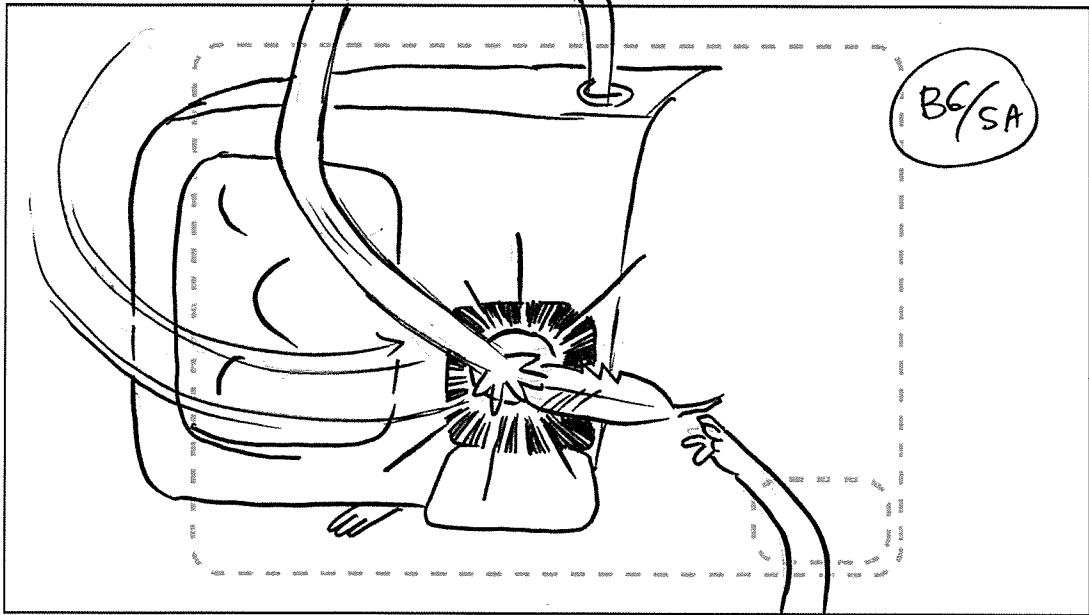


Sc. 55

Pnl. F

Bg.

day night



Sc. 56

Pnl. A

Bg.

day night



Dialog:

SFX: WHAM!!

Action:

Beemos face is glowing slightly

Timing:

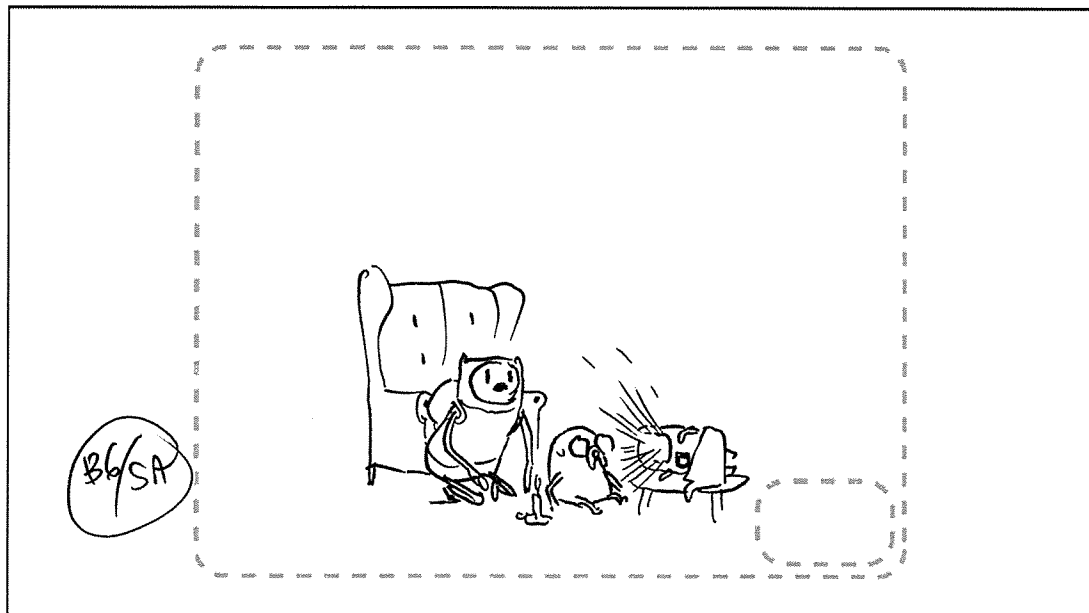
EPISODE # 100242

Production :

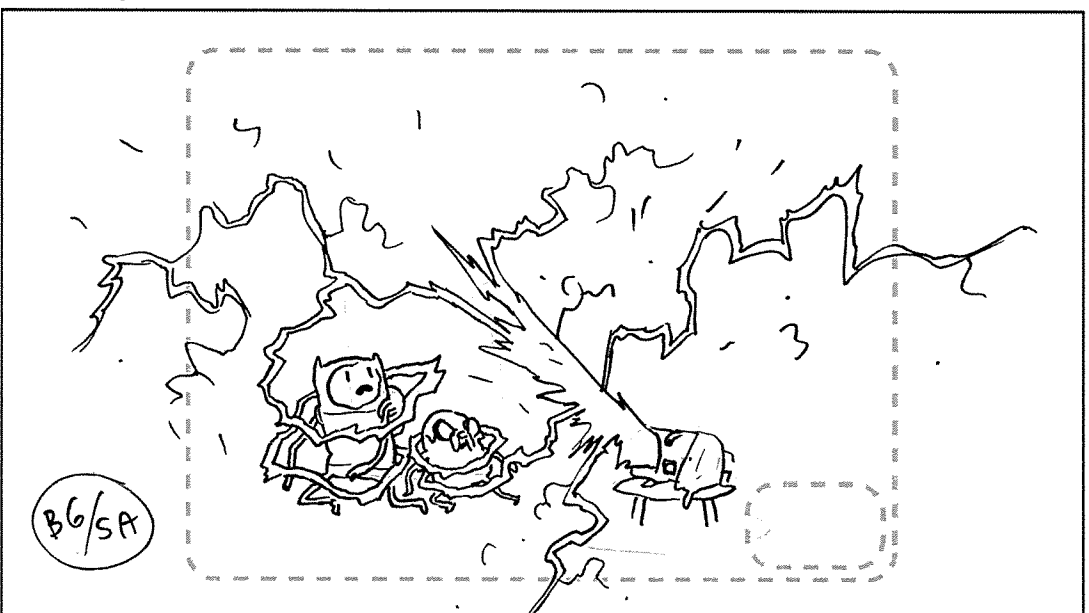
ADVENTURE TIME



Sc. 56 Pnl. 6 Bg. day night



Sc. 56 Pnl. C Bg. day night



Dialog:	(F:) * gasp * (J:) Whu?!	(F+J) Funny wallo: gasp-huh?-wha?-gasp SFX: Bzzzzzzt!!
Action:	F+J express confusion at the mounting size of the electricity	
Timing:		

EPISODE # 100242 41  
Production :

ADVENTURE TIME



Sc. 56 Pnl. D Bg. day night

Sc. Pnl. Bg. day night

Dialog: (F+J): YAAAAAAH!!!  
SFX: \* BZZZ Z Z Z Z Z Z Z T!!

Action:

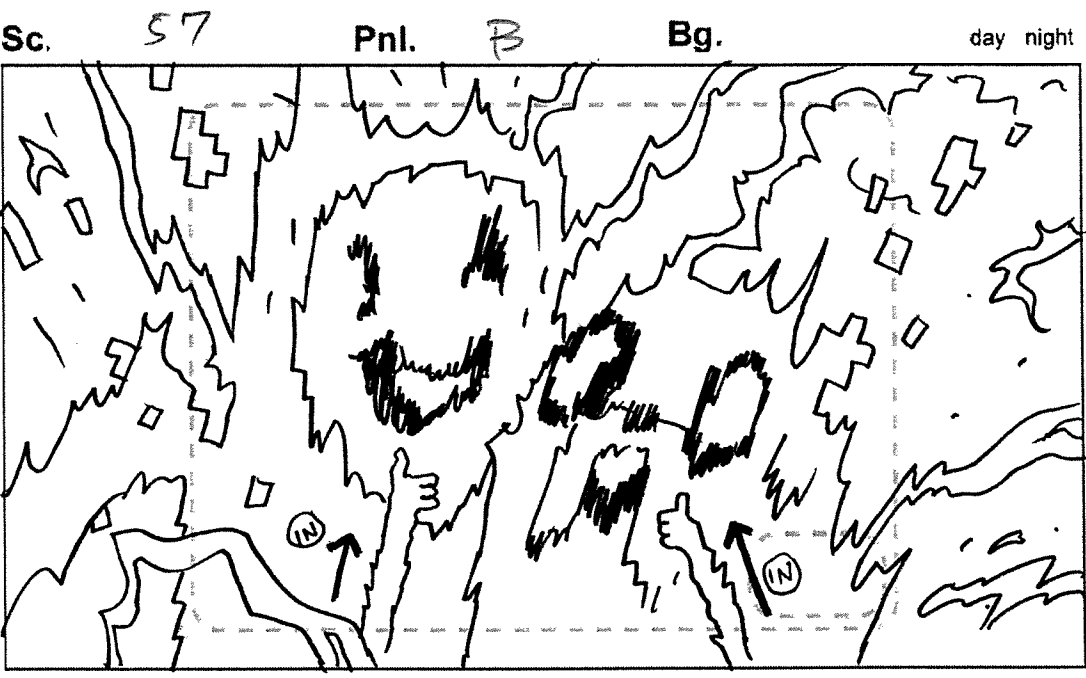
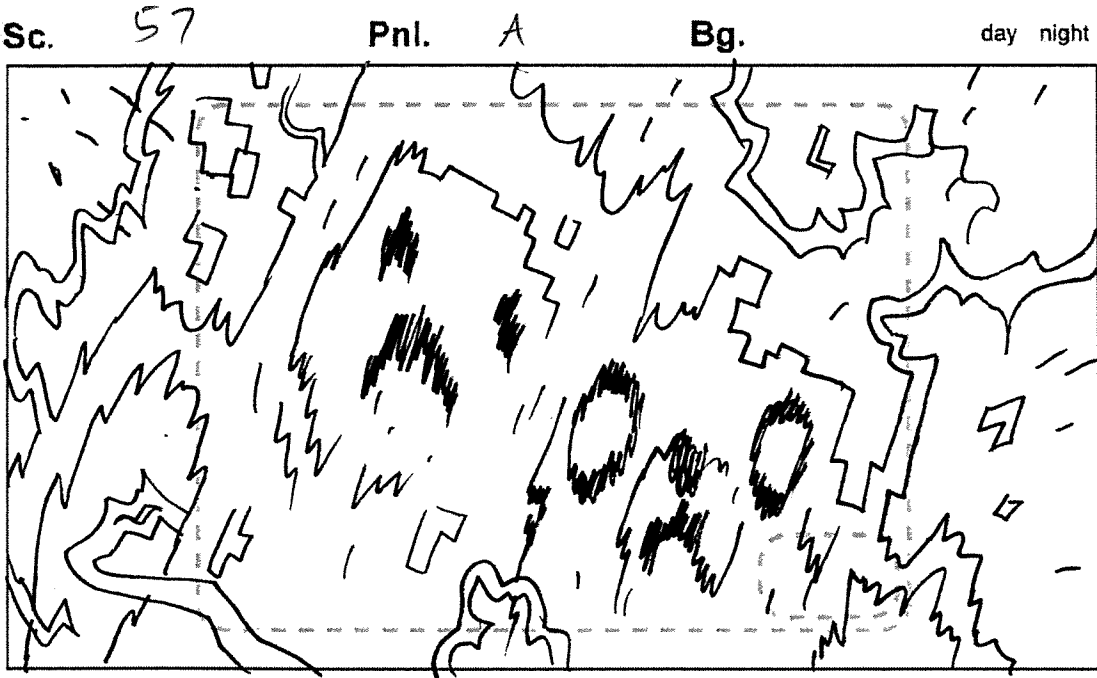
Timing:

EPISODE # 100242

Production :

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# ADVENTURE TIME



Dialog:	(F+J) YAAAAAAHH!!! (SFX:) BZZZZZZZZZZT!!	(SFX:) BZZZZZZZZZZT
Action:		
Timing:		

EPISODE # 100242

Production :



ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night

BG/SA

Sc. 58 Pnl. B Bg. day night

BG/SA

Dialog:
Action:
Timing:

EPISODE # 100242

64

Production :

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ADVENTURE TIME



Sc. 58 Pnl. C Bg. day night

BG/SA

Sc. 58 Pnl. D Bg. day night

BG/SA

Dialog:
Action:
Timing:


EPISODE # 100242


Production :

65

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div>FADE TO BLACK </div>				

Sc.	Pnl.	Bg.	day	night
<div></div>				

Dialog:
Action:
Timing:

EPISODE # 100242

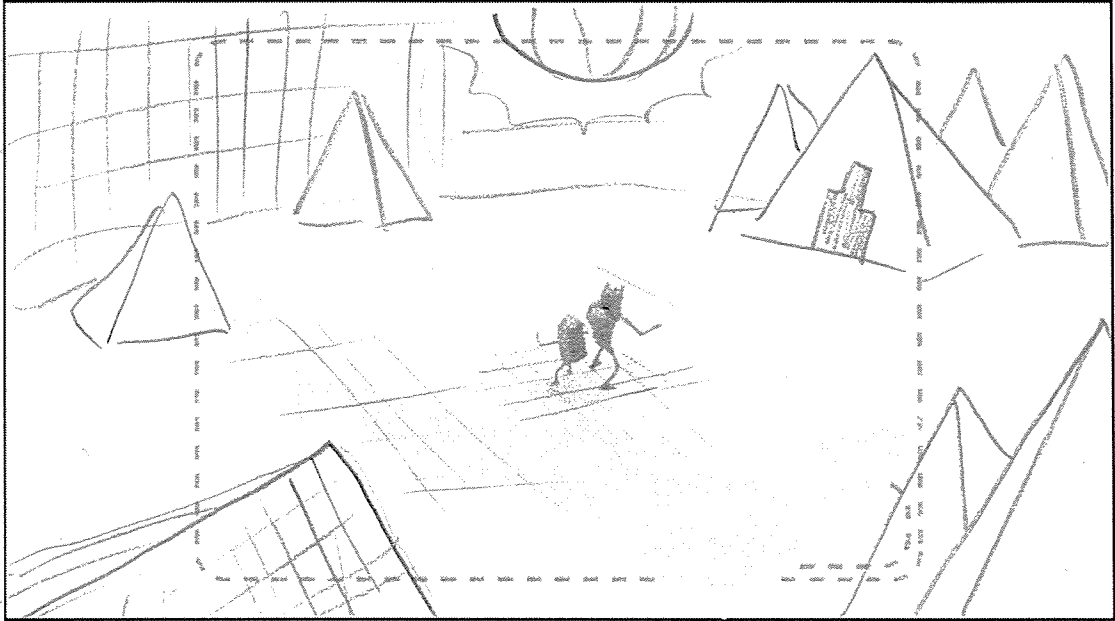
Production :

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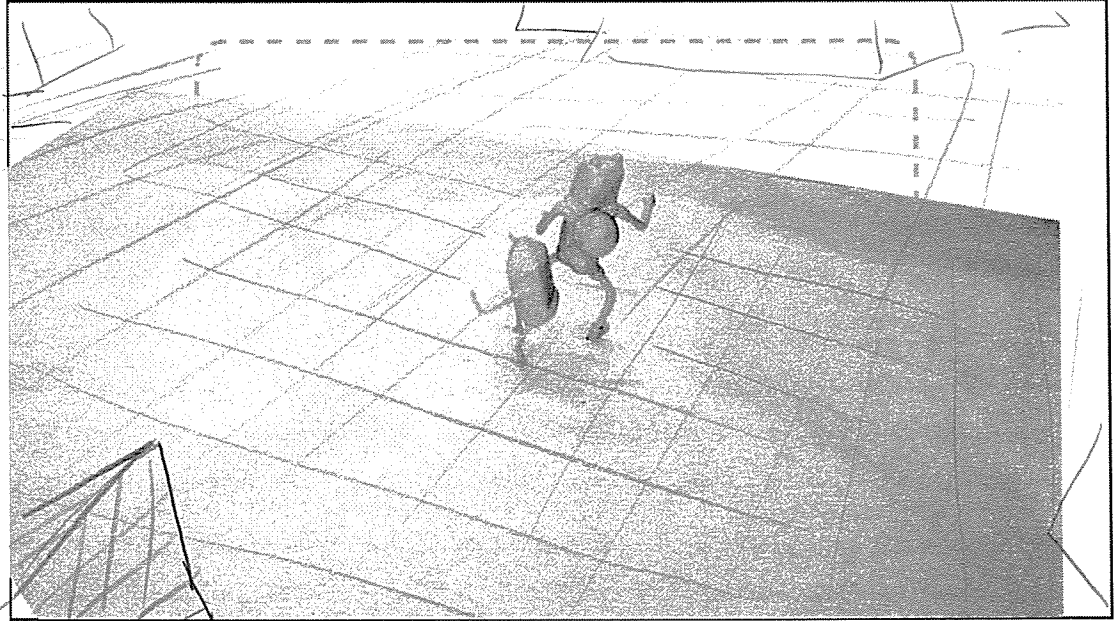
# ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



Dialog:	
Action:	(SUN Glowing BRIGHT) truck in & rotate around F & J
Timing:	

EPISODE # 10 0242  
Production :

ADVENTURE TIME

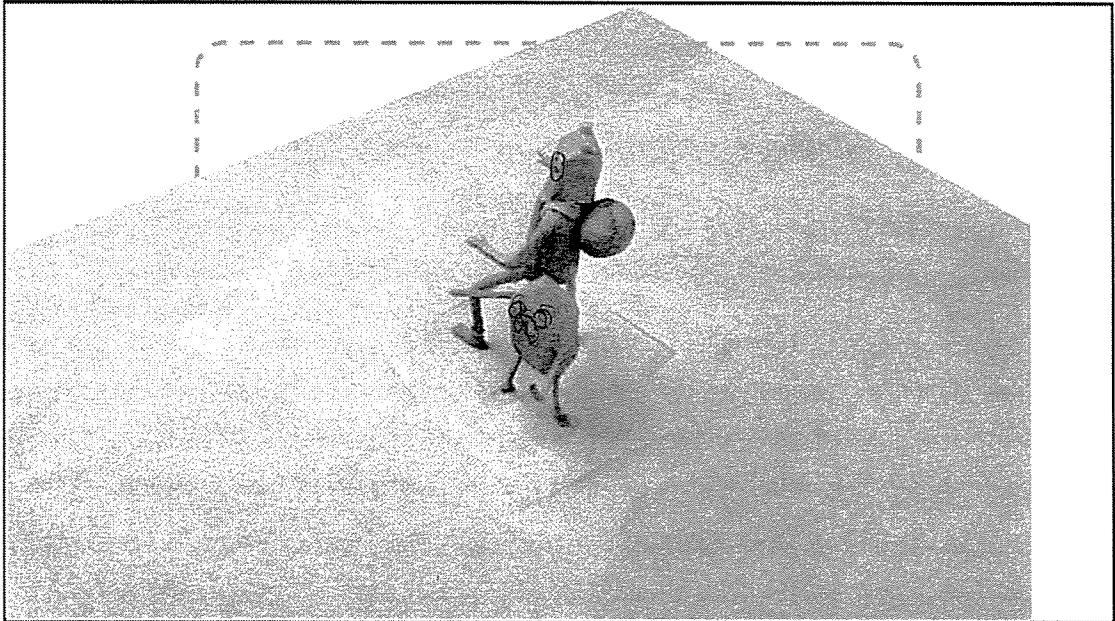


Sc. 59

Pnl. C

Bg.

day night

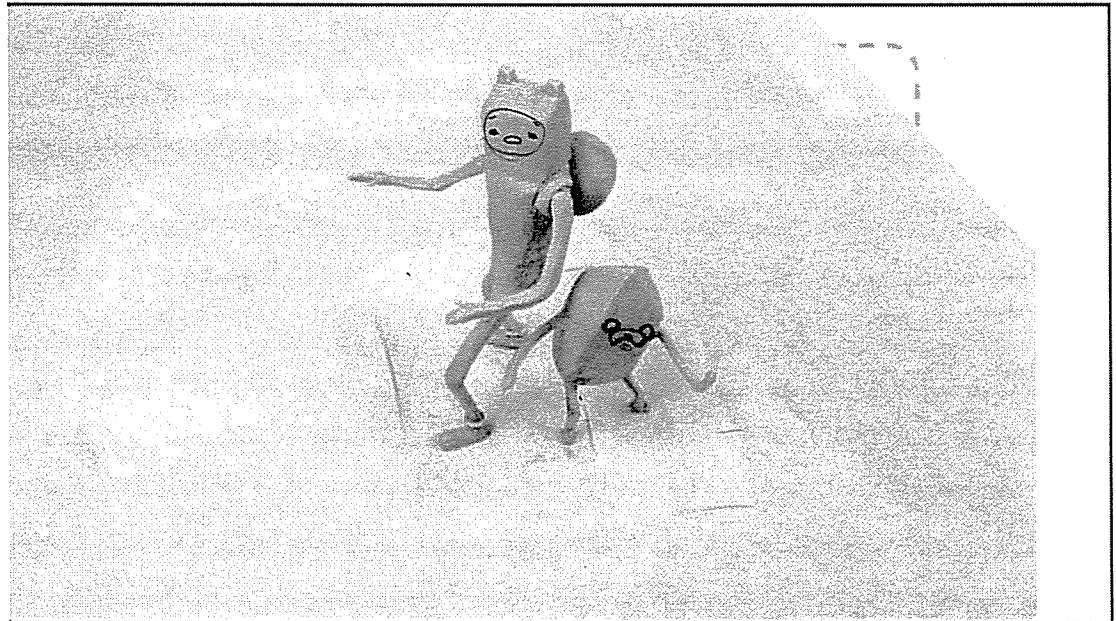


Sc.

Pnl. D

Bg.

day night



Dialog:
Action: Continue rotating truck in
Timing:

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EPISODE # 100242

Production :

ADVENTURE TIME

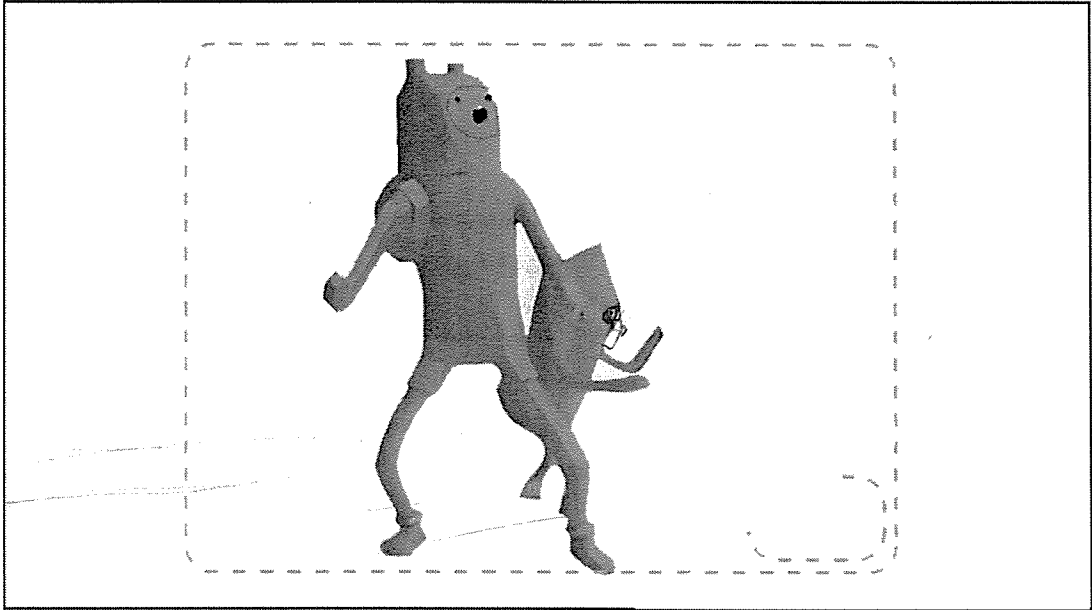


Sc. 59

Pnl. E

Bg.

day night

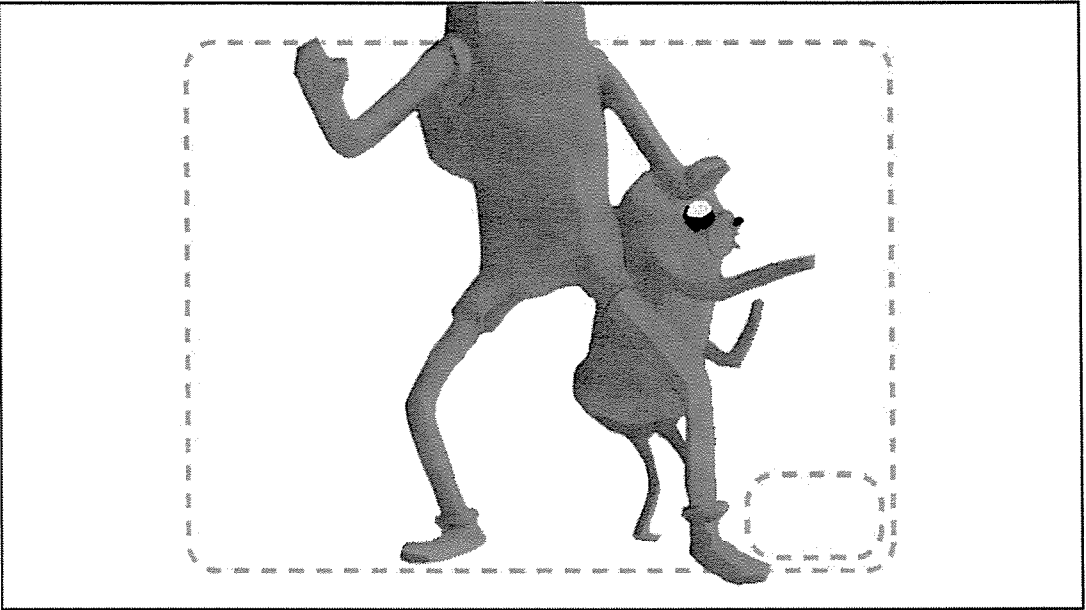


Sc. 59

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

10 02 42

EPISODE #

Production :

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ADVENTURE TIME

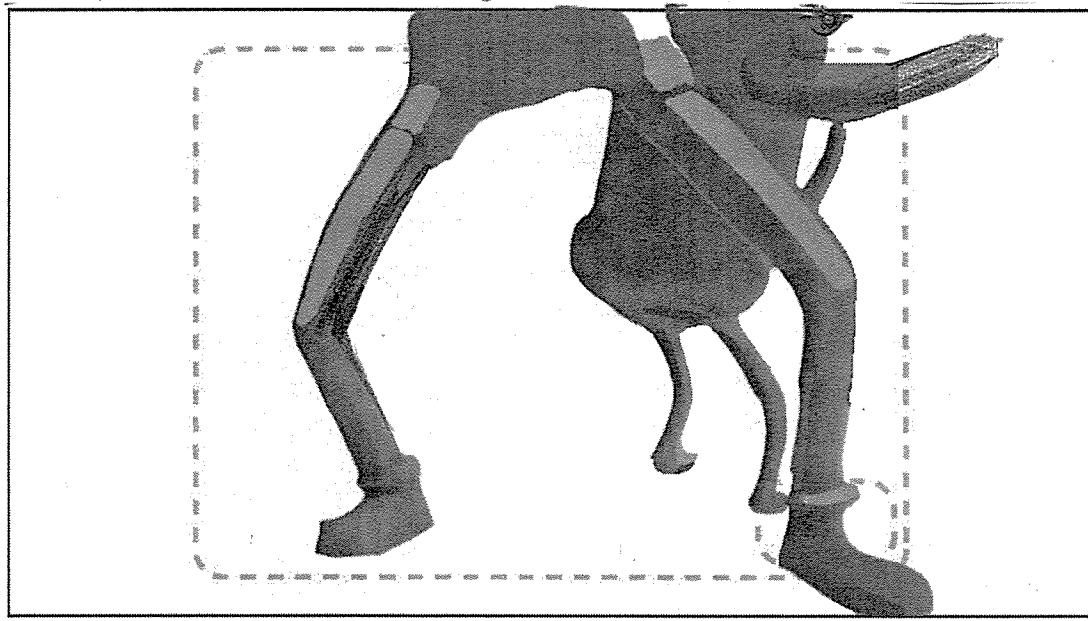


Sc. 59

Pnl. G

Bg.

day night

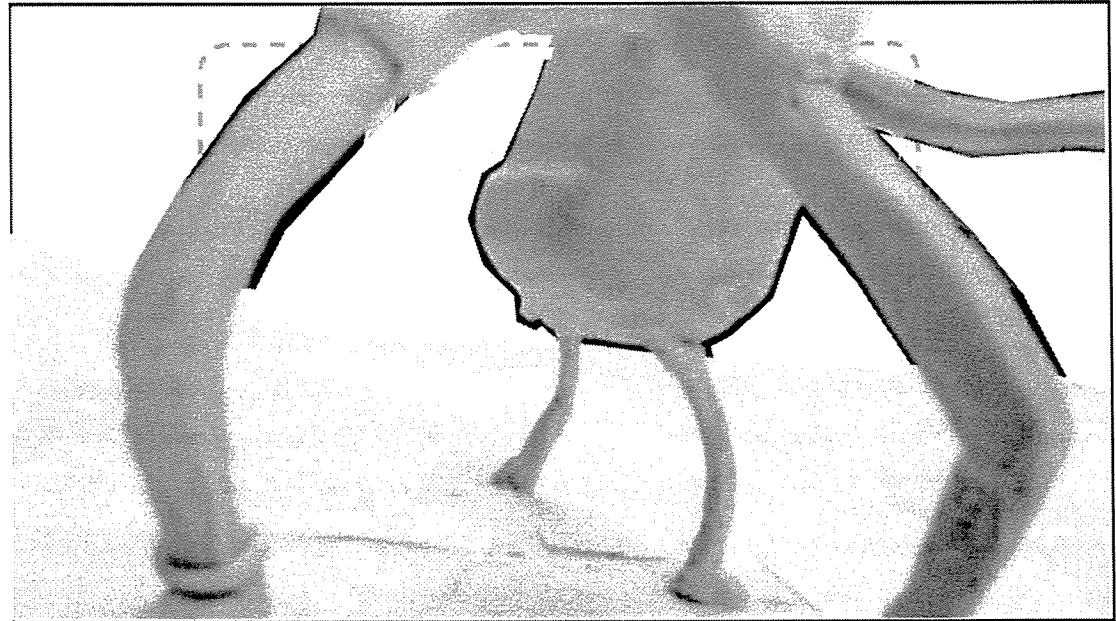


Sc. 59

Pnl. H

Bg.

day night



Dialog:
Action: truck in through Finn's legs
Timing:

EPISODE # 100242  
Production :

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# ADVENTURE TIME



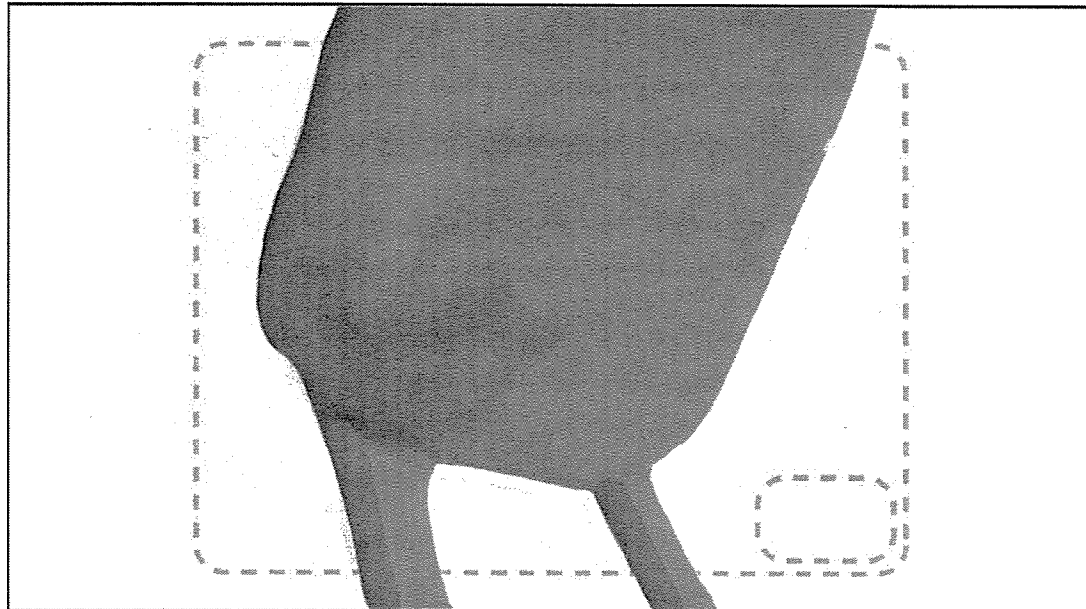
Page 75

Sc. 59

Pnl. L

Bg.

day night

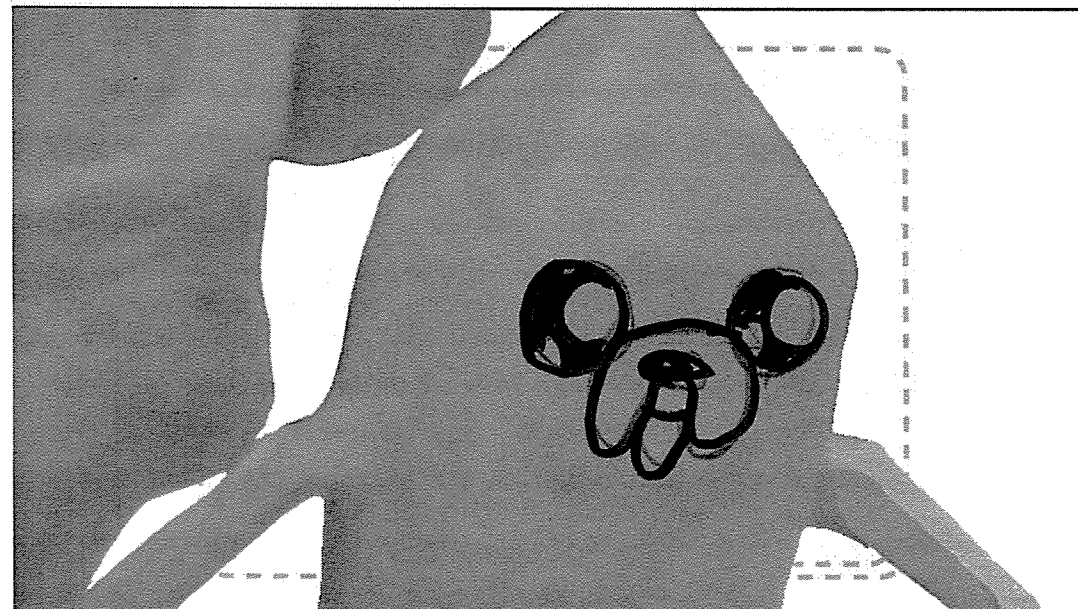


Sc. 59

Pnl. M

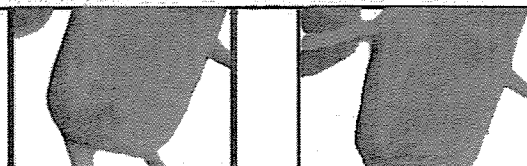
Bg.

day night



Dialog:

Action:



pull camera back and up

Timing:

EPISODE # 100242

Production :



# ADVENTURE TIME



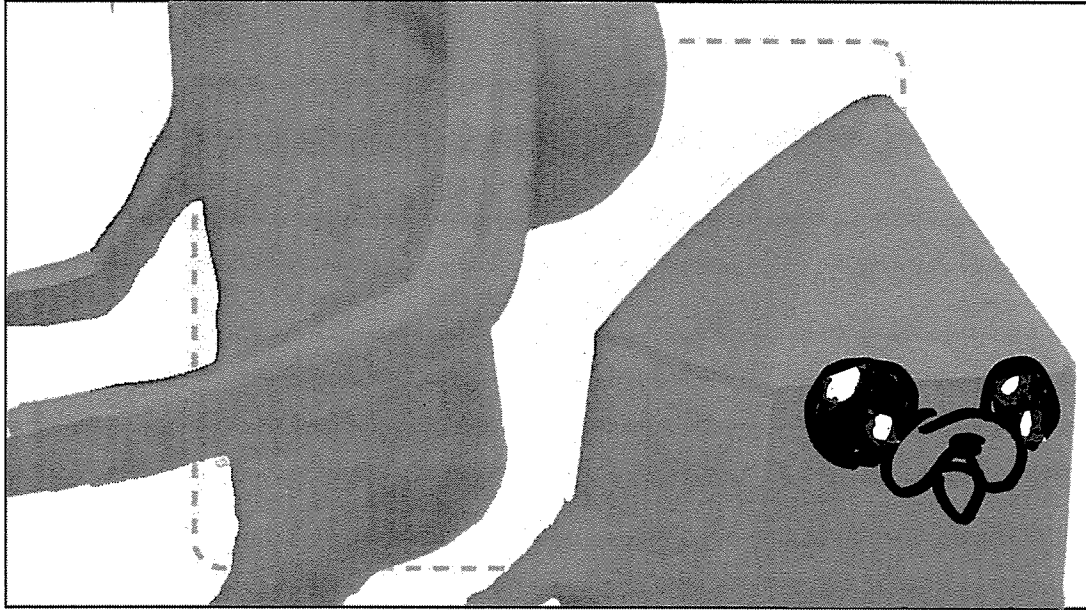
Page 76

Sc. 59

Pnl. N

Bg.

day night

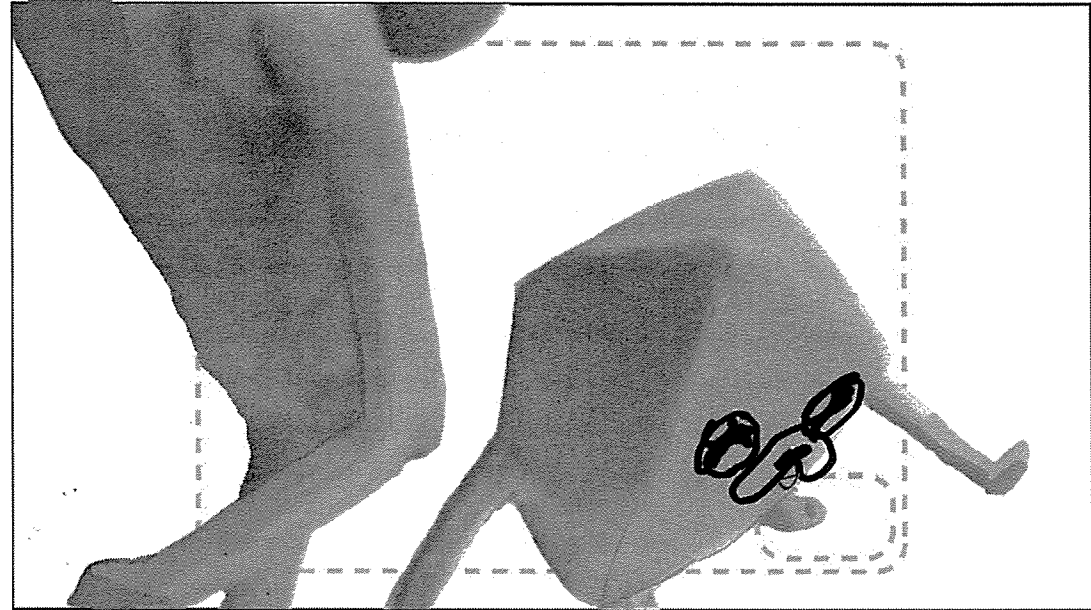


Sc. 59

Pnl. 0

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #  
10 0242

Production :

# ADVENTURE TIME



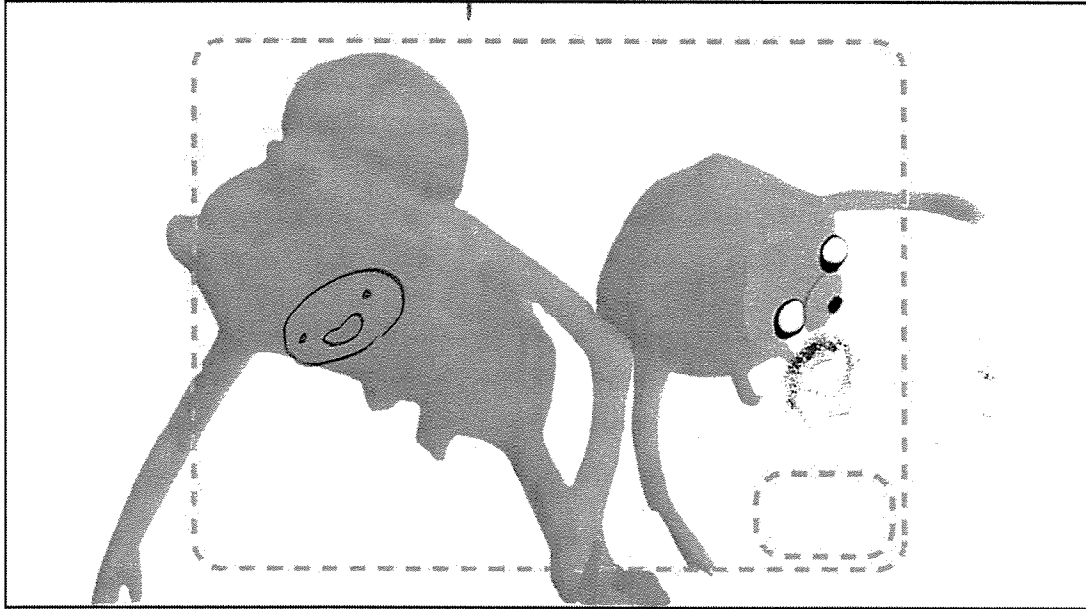
Page 77

Sc. 59

Pnl. P

Bg.

day night

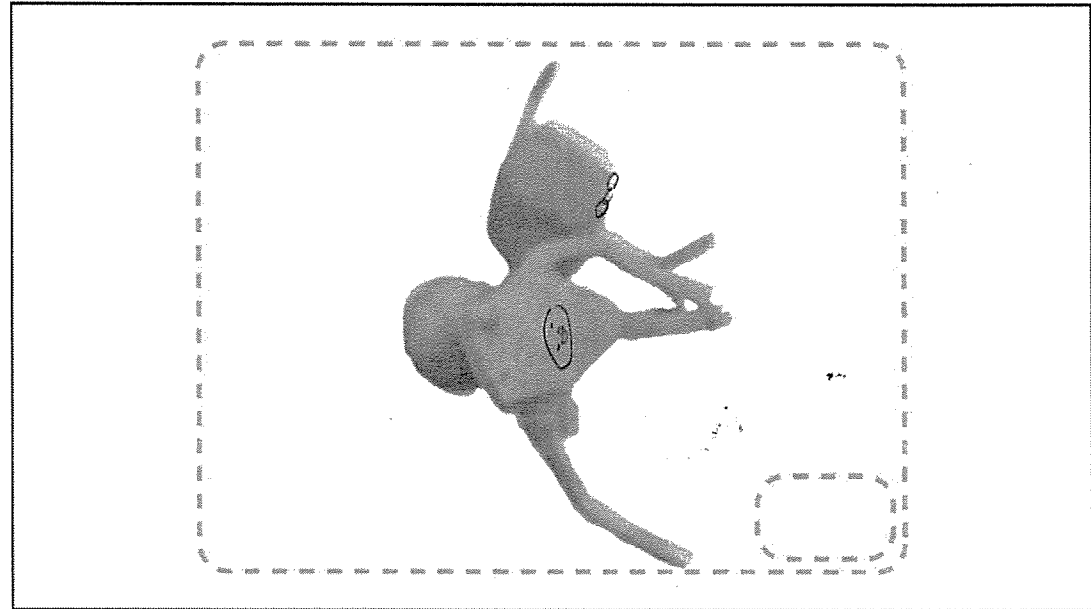


Sc. 59

Pnl. Q

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 10 0242

Production :

# ADVENTURE TIME



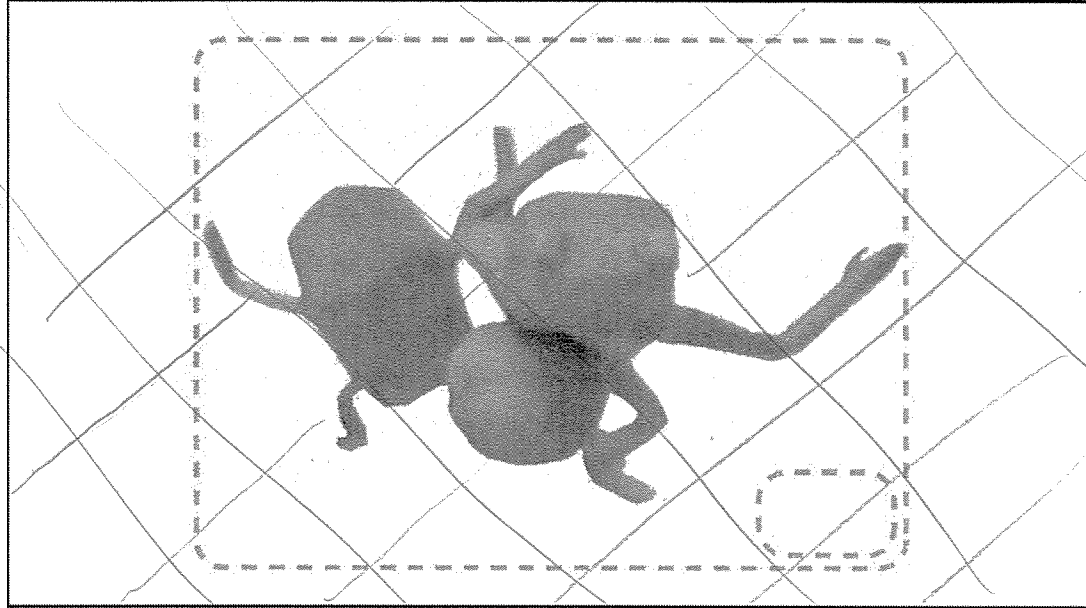
Page 78

Sc. 59

Pnl. R

Bg.

day night

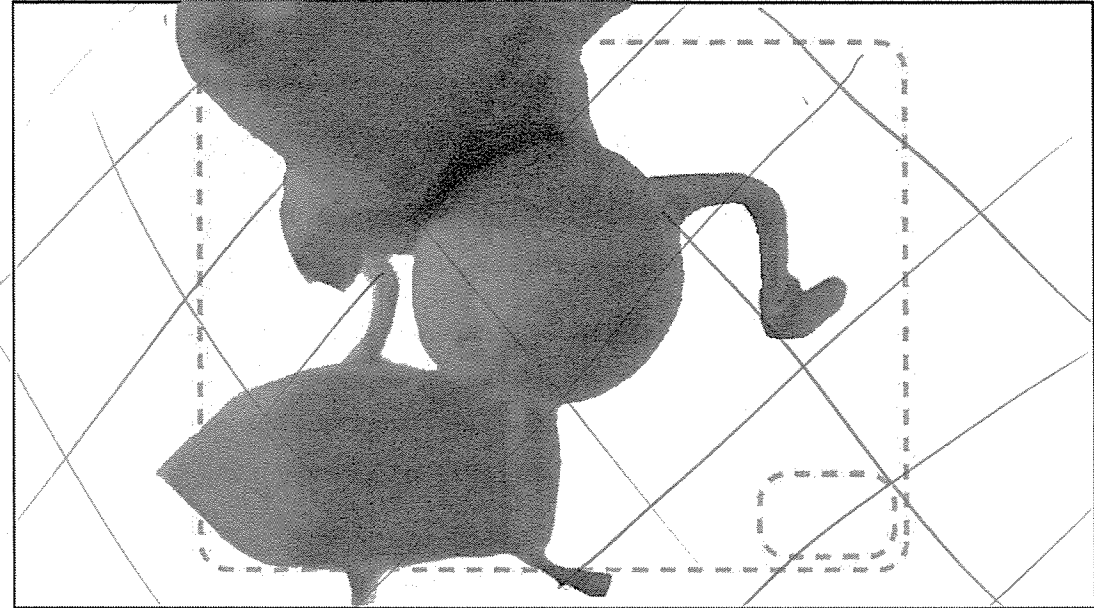


Sc. 59

Pnl. S

Bg.

day night



Dialog:

Action:

Camera starts turning upside down  
as it gets close to F&J

Timing:

EPISODE # 100242

Production :

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# ADVENTURE TIME



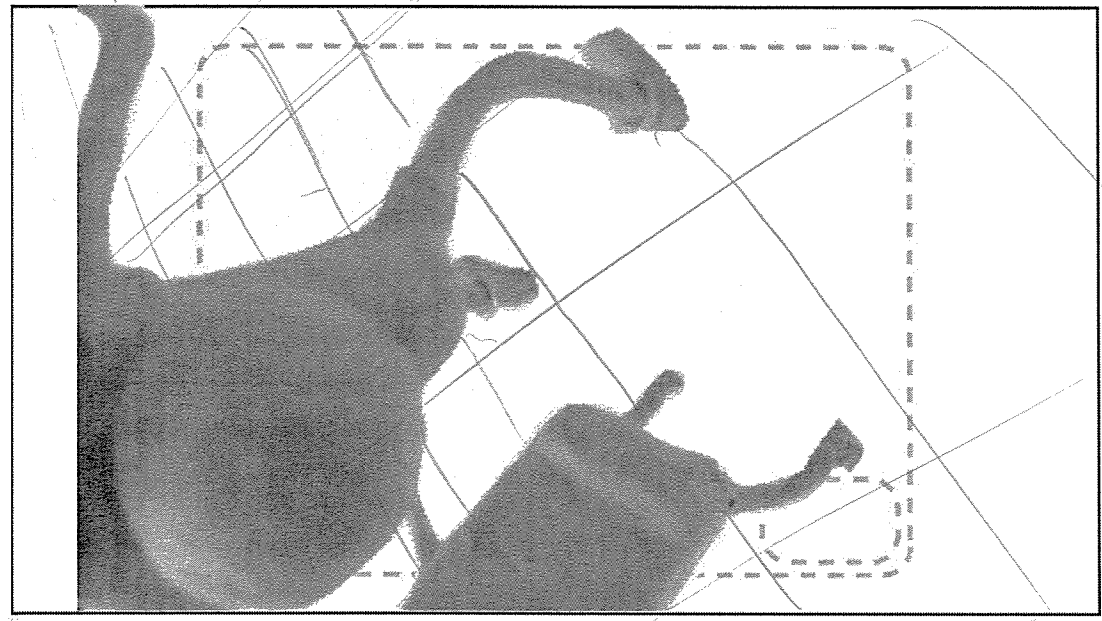
Page 79

Sc. 59

Pnl. T

Bg.

day night

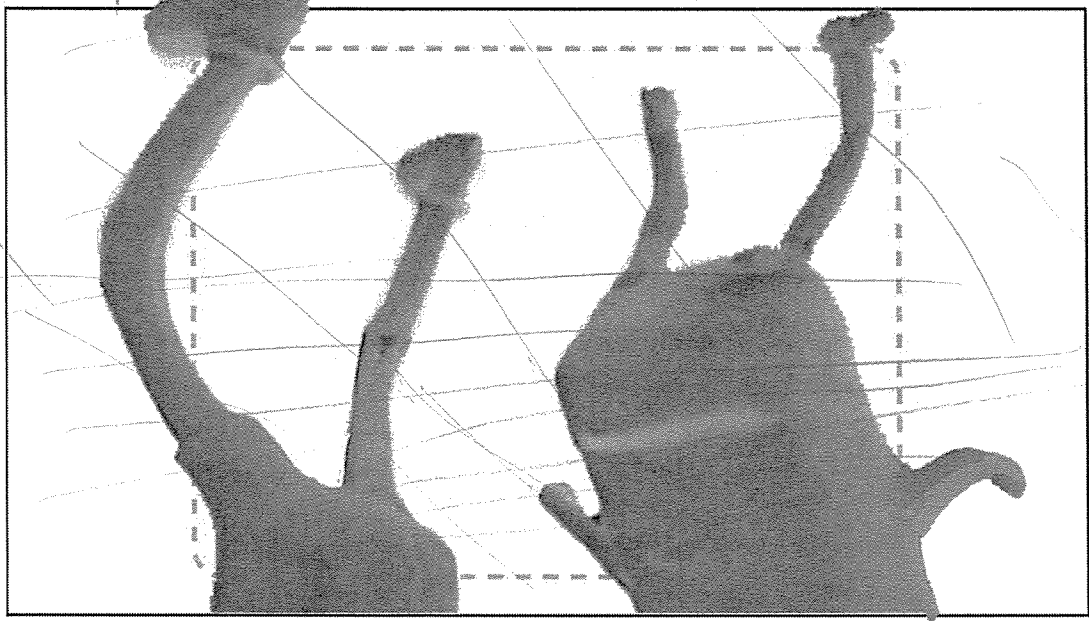


Sc. 59

Pnl. U

Bg.

day night



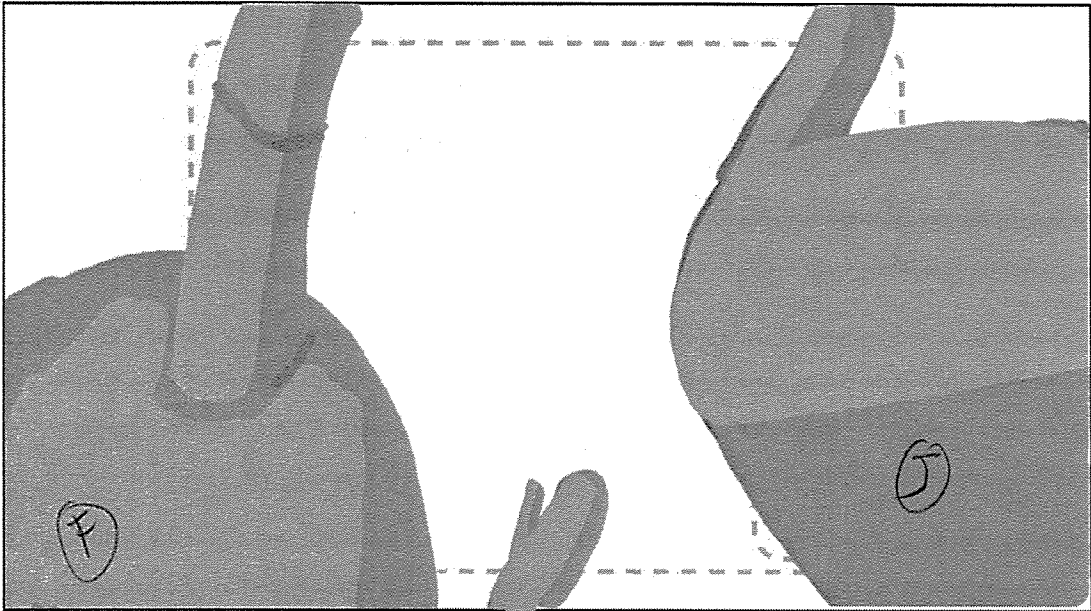
Dialog:
Action: <i>Camera upside down , moves to ward F&amp;J</i>
Timing:

EPISODE # 100242  
Production :

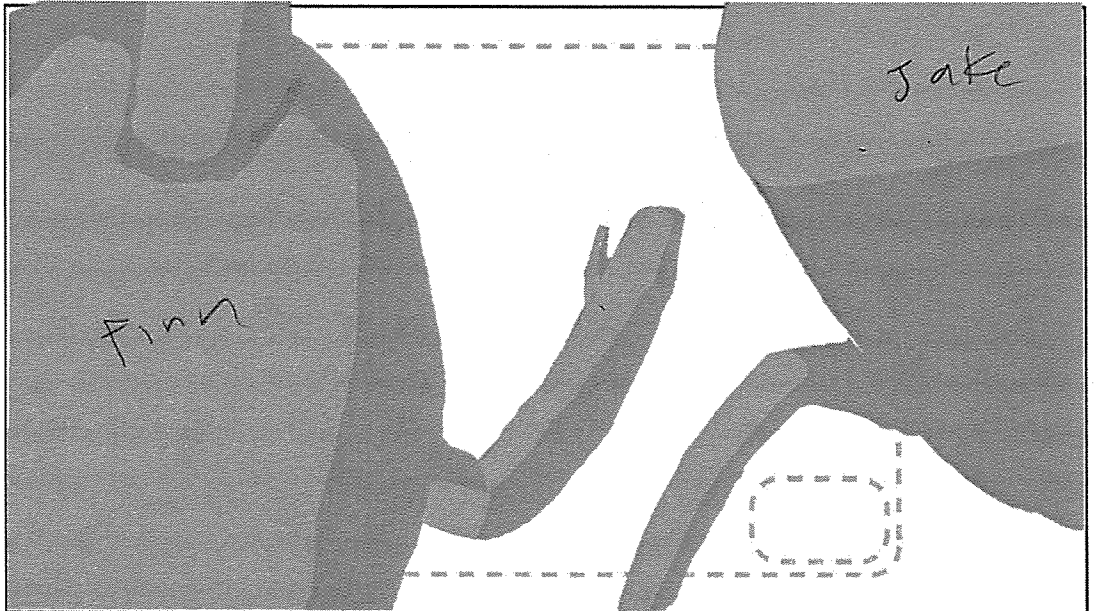
ADVENTURE TIME



Sc. 59 Pnl. V Bg. day night



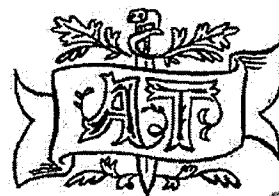
Sc. 59 Pnl. W Bg. day night



Dialog:
Action: camera upside down, between f&j
Timing:

EPISODE # 100242 Production :

# ADVENTURE TIME



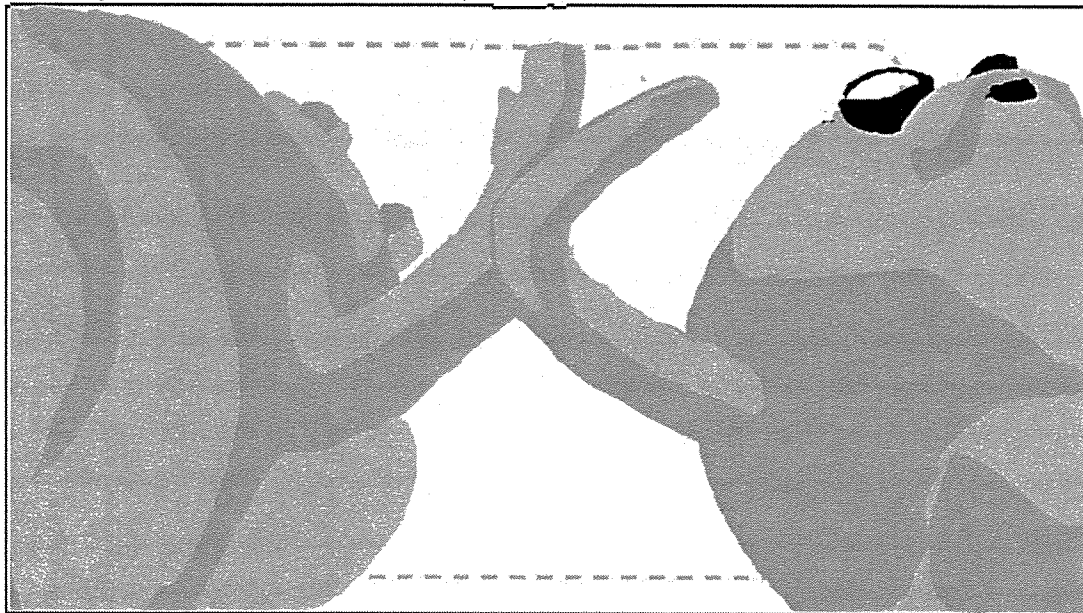
Page 81

Sc. 59

Pnl. X

Bg.

day night

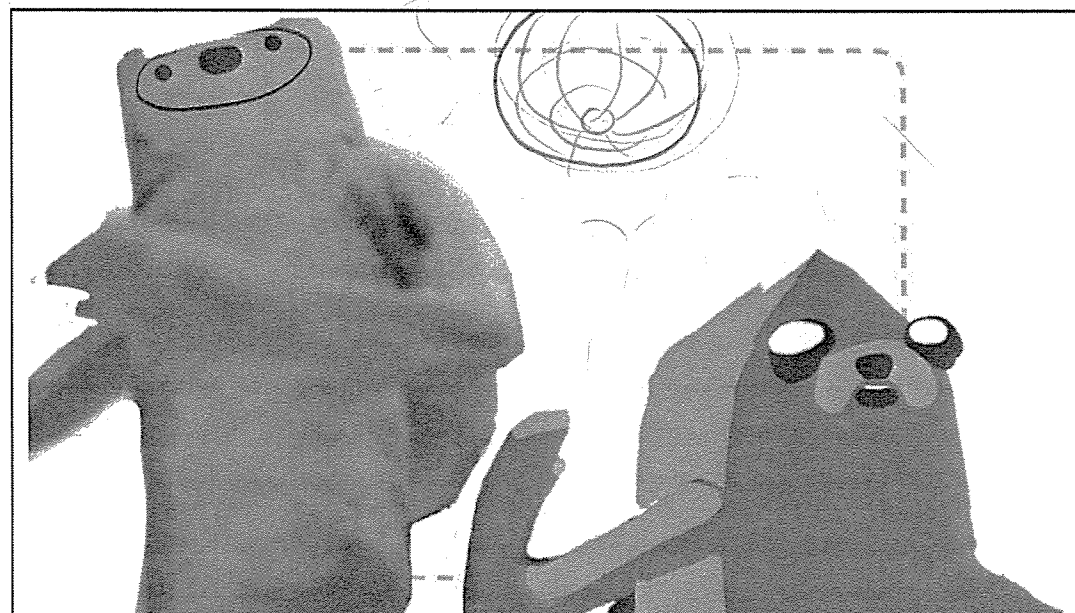


Sc. 59

Pnl. Y

Bg.

day night



Dialog:

Action:

Camera starts to turn right side up - Camera right side up.

Timing:

EPISODE # 100242

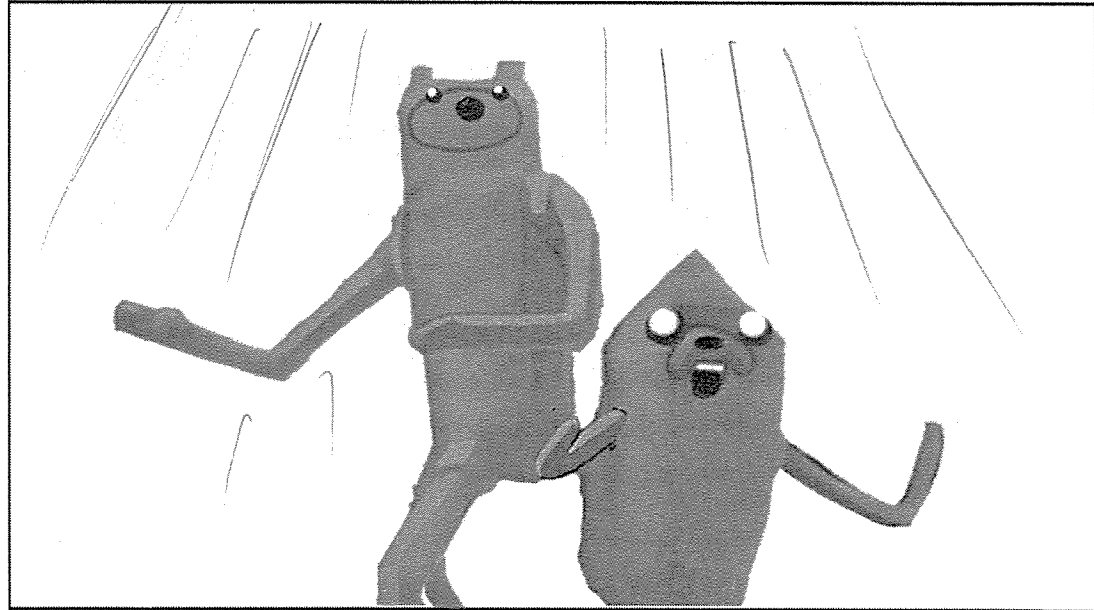
Production :



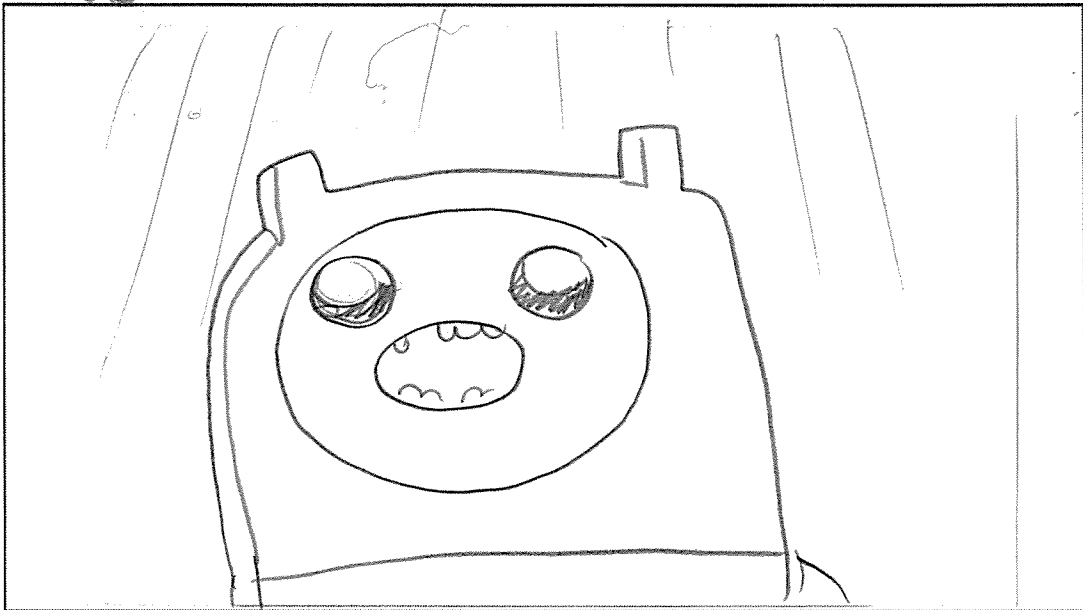
ADVENTURE TIME



Sc. 59 Pnl. Z Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	F 83 wow woah ahh!	(F) We're in the game!
Action:		
Timing:		

EPISODE # 100242  
Production :

# ADVENTURE TIME



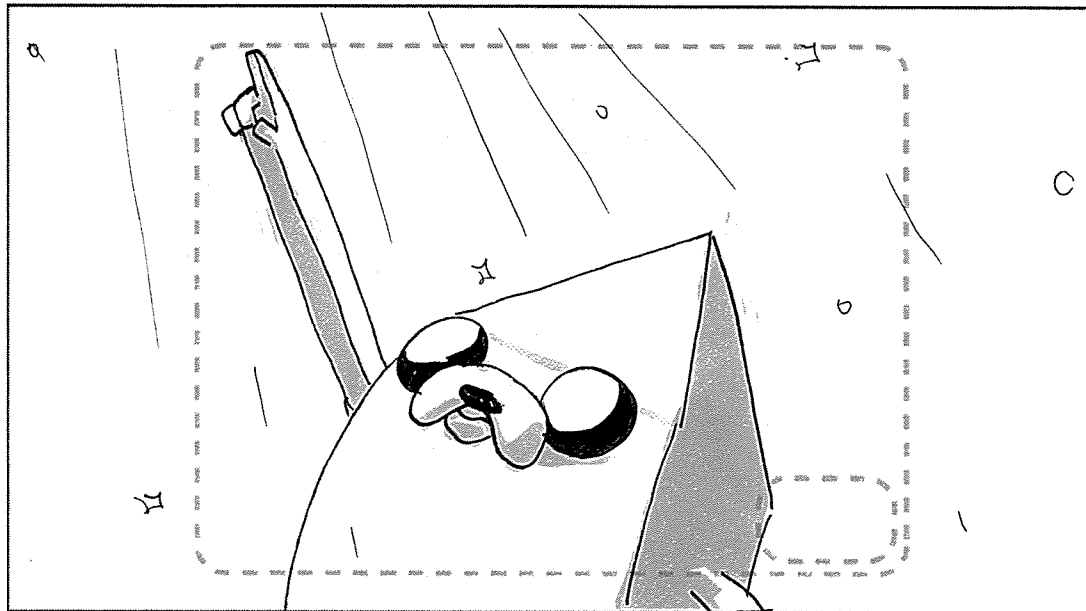
Page 23

Sc. 60

Pnl. A

Bg.

day night

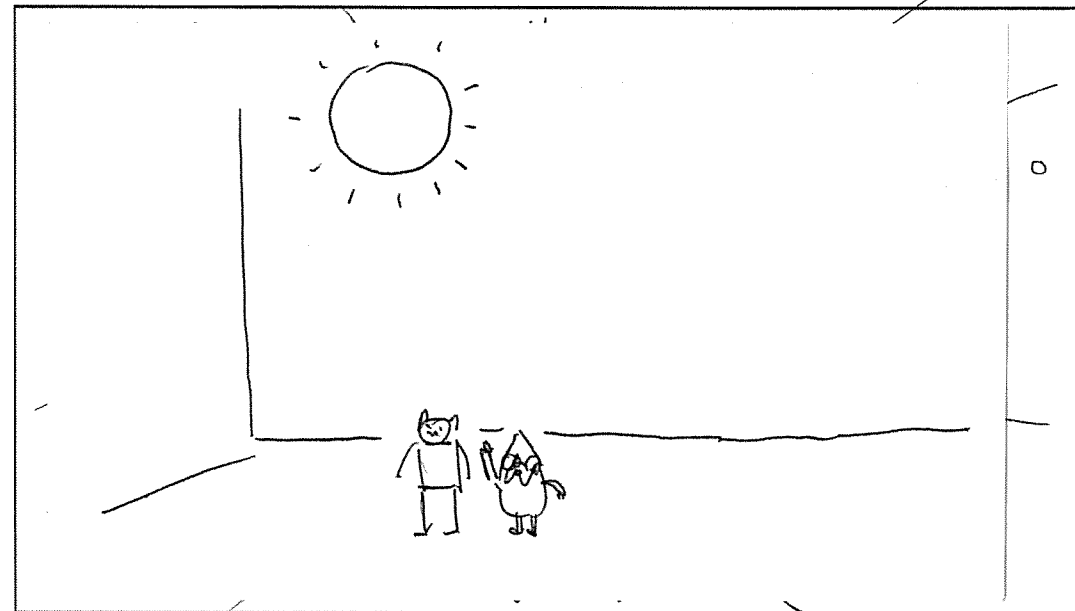


Sc. 61

Pnl.

Bg.

day night



Dialog: ① Look! there's the Sunshine we gotta protect.

Action: shining effect on sun

Timing:

EPISODE # 100242

Production :



# ADVENTURE TIME



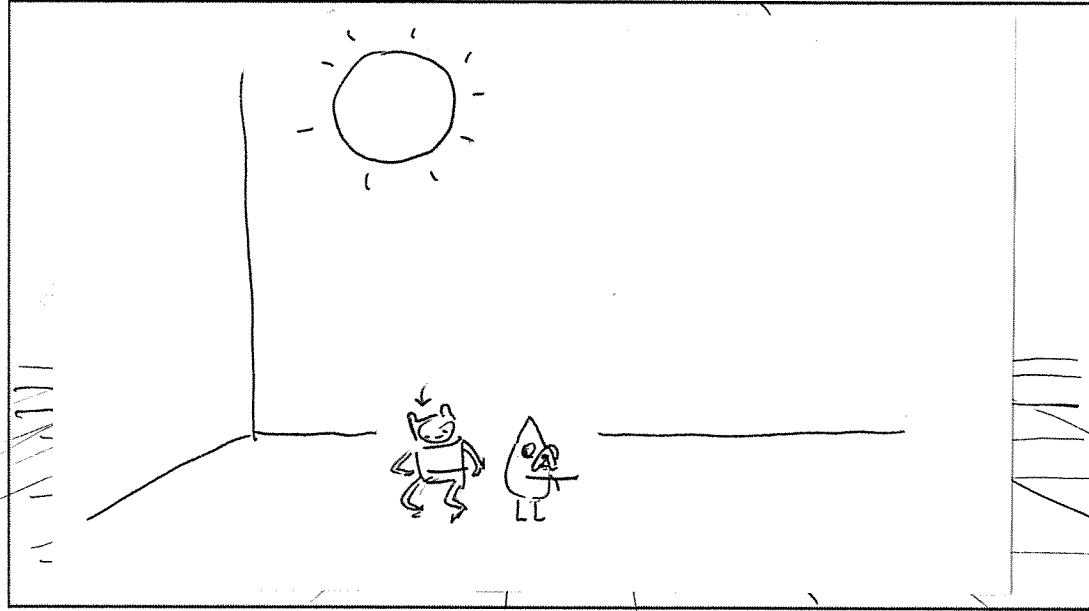
Page 84

Sc. 62

Pnl. A

Bg.

day night

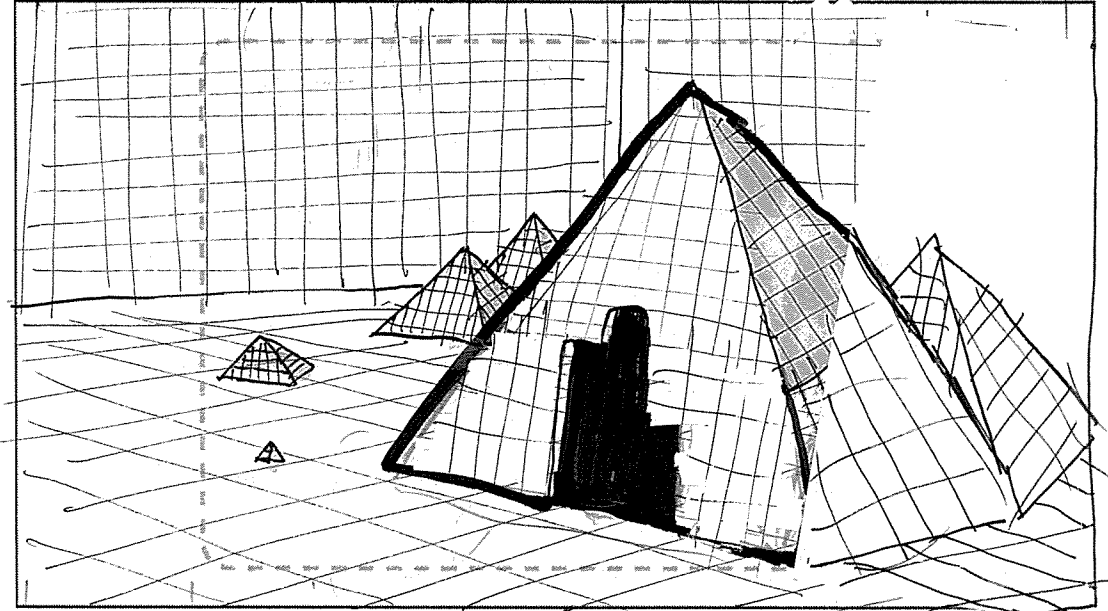


Sc. 63

Pnl. A

Bg.

day night



Dialog:

(J:) and there's the hole we're supposed to go down.

Action:

Timing:

(

nd.

EPISODE # 100242

Production :

# ADVENTURE TIME



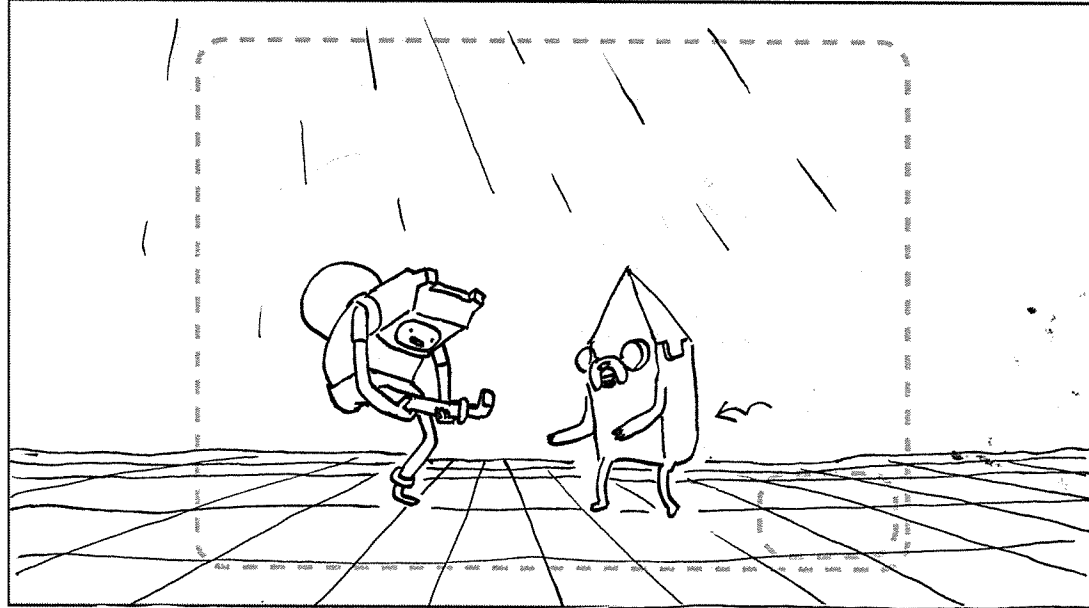
Page 85

Sc. 64

Pnl. A

Bg.

day night

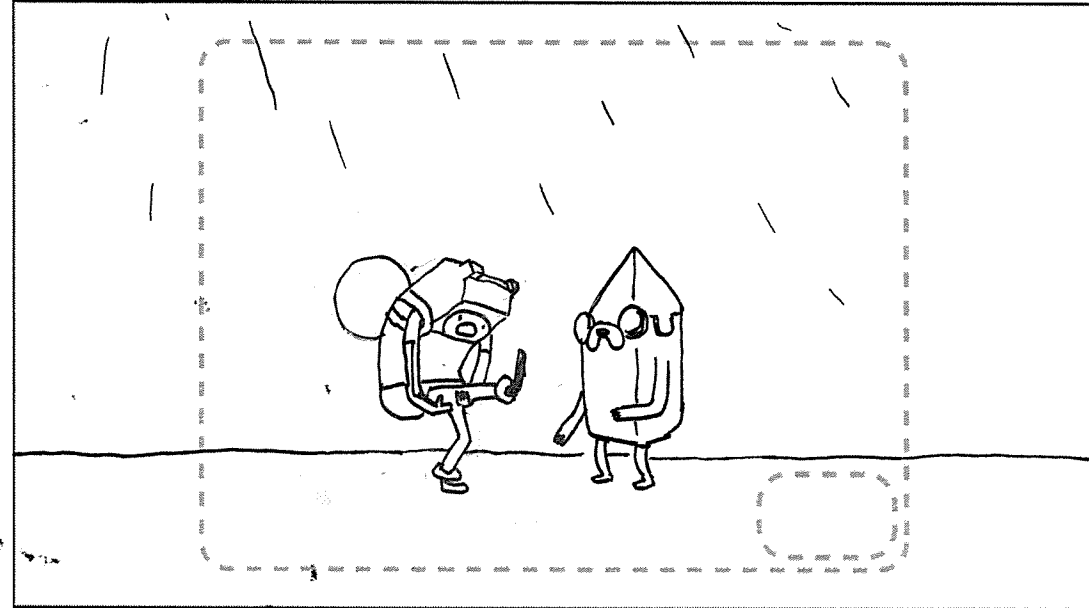


Sc. 64

Pnl. B

Bg.

day night



Dialog:

(J) and theres... you.. doh whatever you're doin'.

(F) I'm lookin at my Bits!

Action:

light effect ' ' ' ' ' Streaming down  
through scene

Timing:

EPISODE # 100242

Production :

ADVENTURE TIME

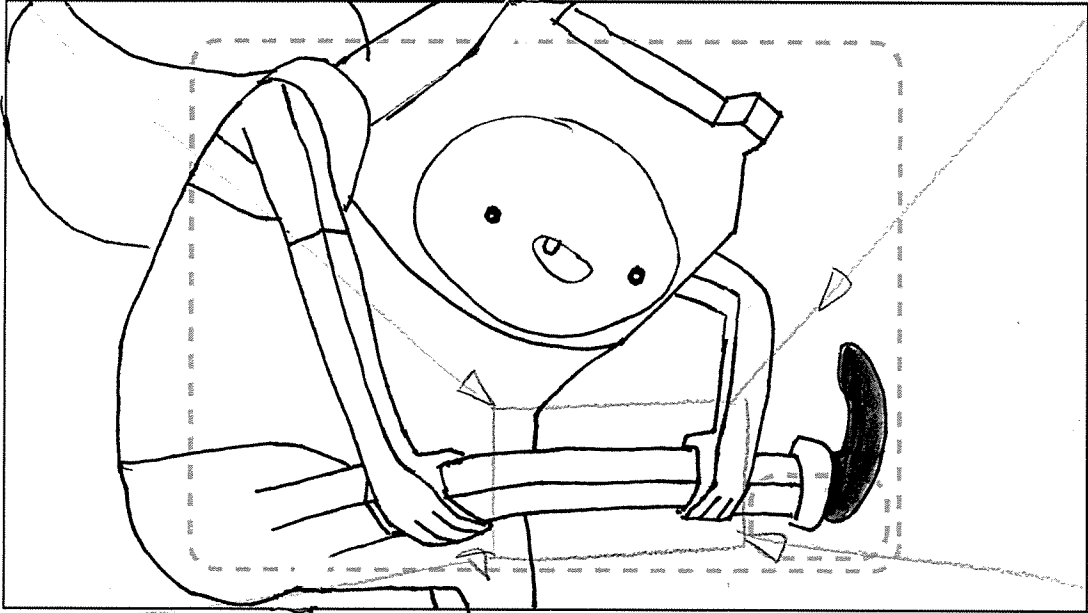


Sc. 65

Pnl. A

Bg.

day night

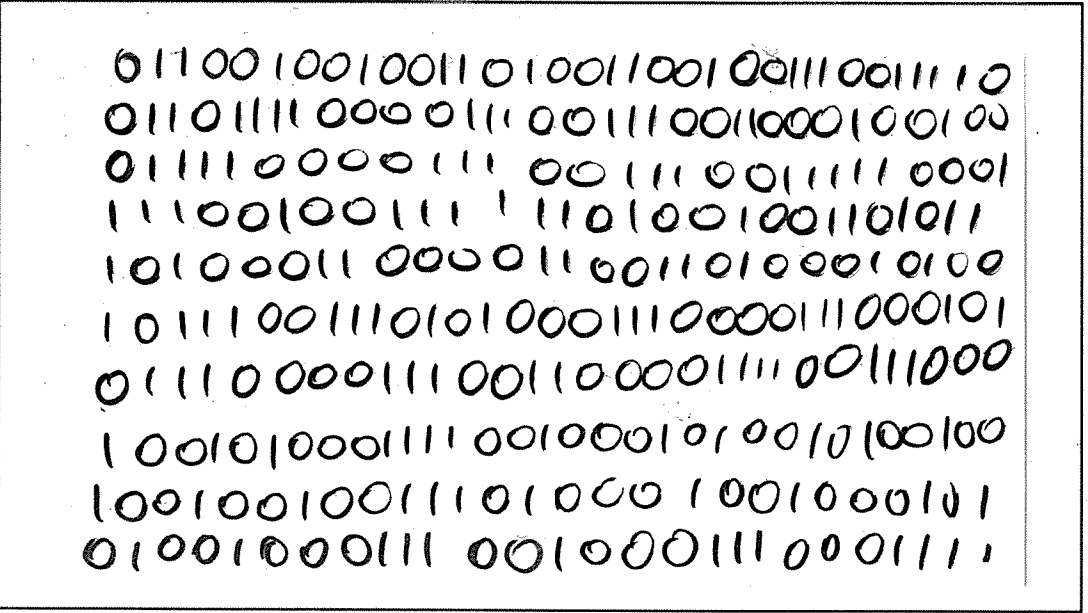


Sc. 66

Pnl. A

Bg.

day night



Dialog:	⑦ MY leg is MATH.	
Action:	FAST TRUCK IN + X DIS TO →	ZEROS and ONES SHIMMER + GLOW
Timing:		

EPISODE # 100242

Production :

# ADVENTURE TIME



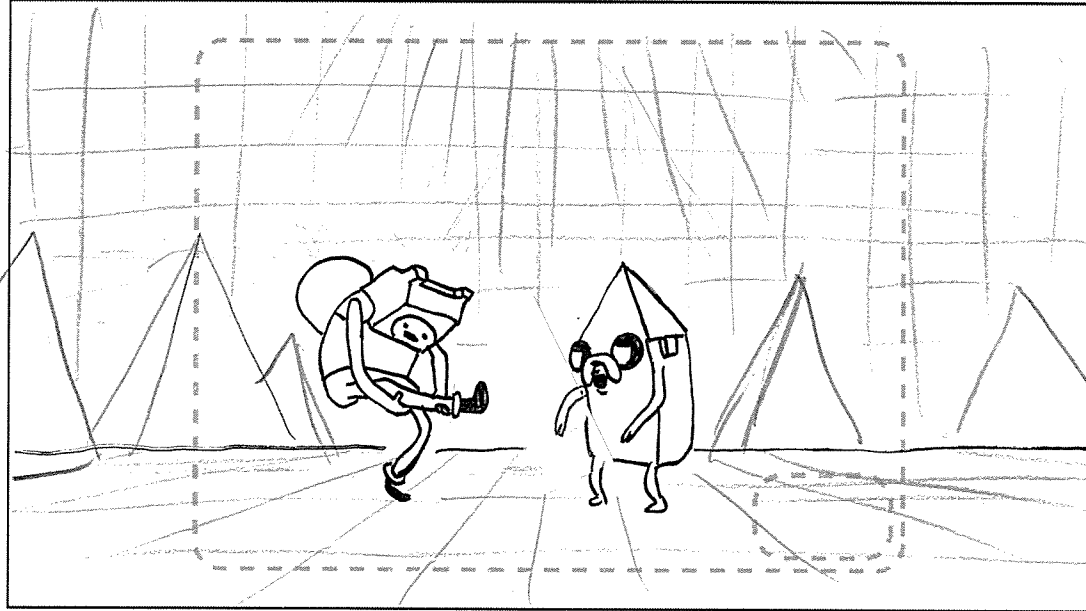
Page 87 → 89

Sc. 67

Pnl. A

Bg.

day night

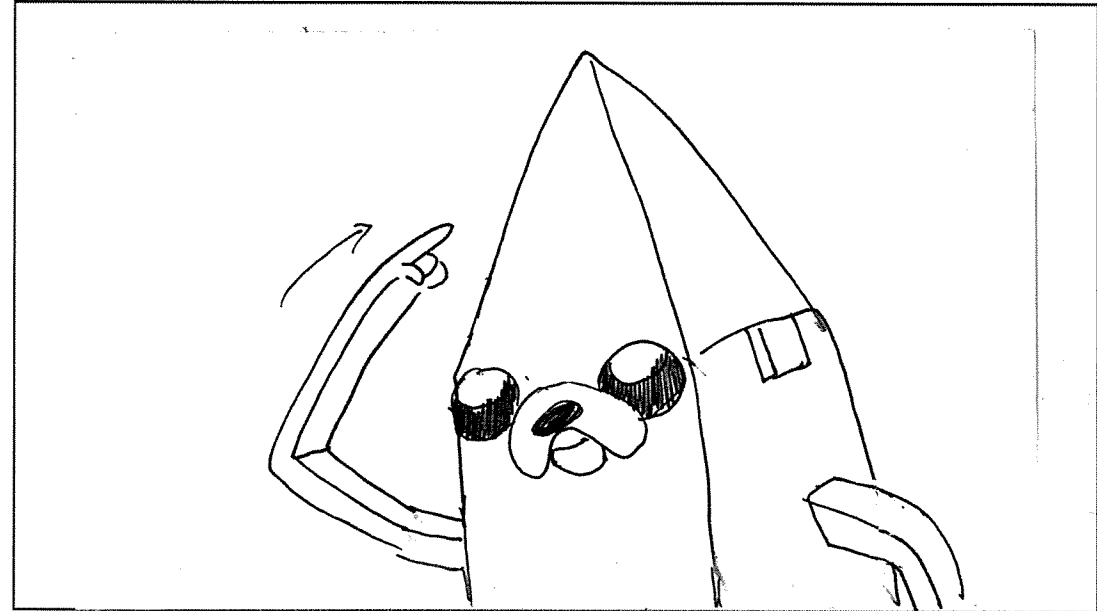


Sc. 69 /

Pnl. A

Bg.

day night



Dialog:

① ~~Wah.~~ oh yesh..

my head is geometry.

Action:

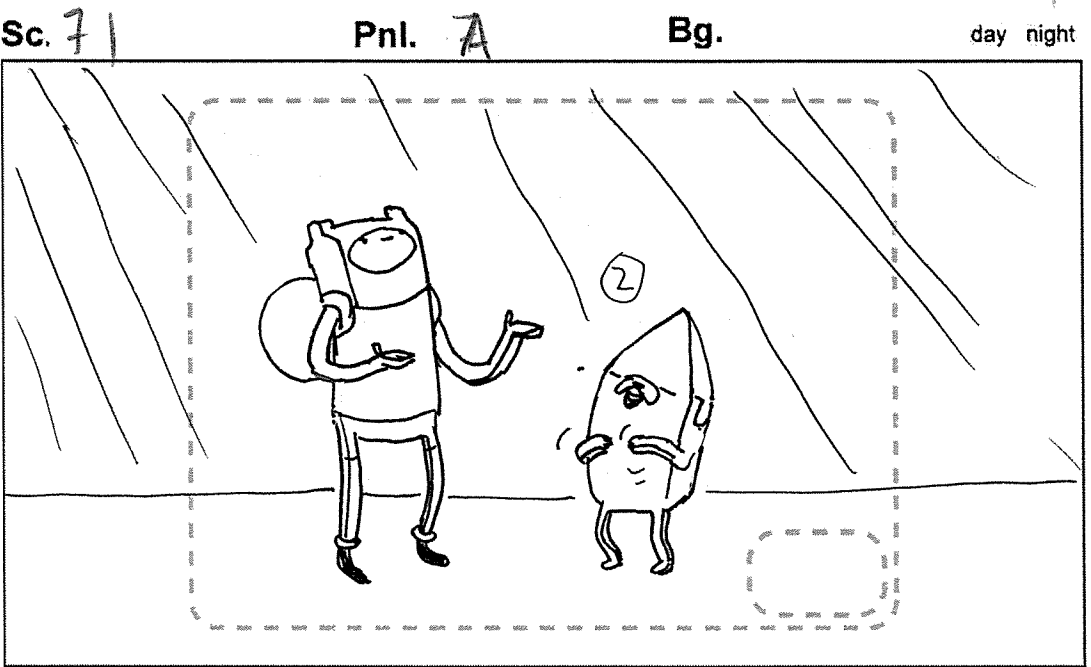
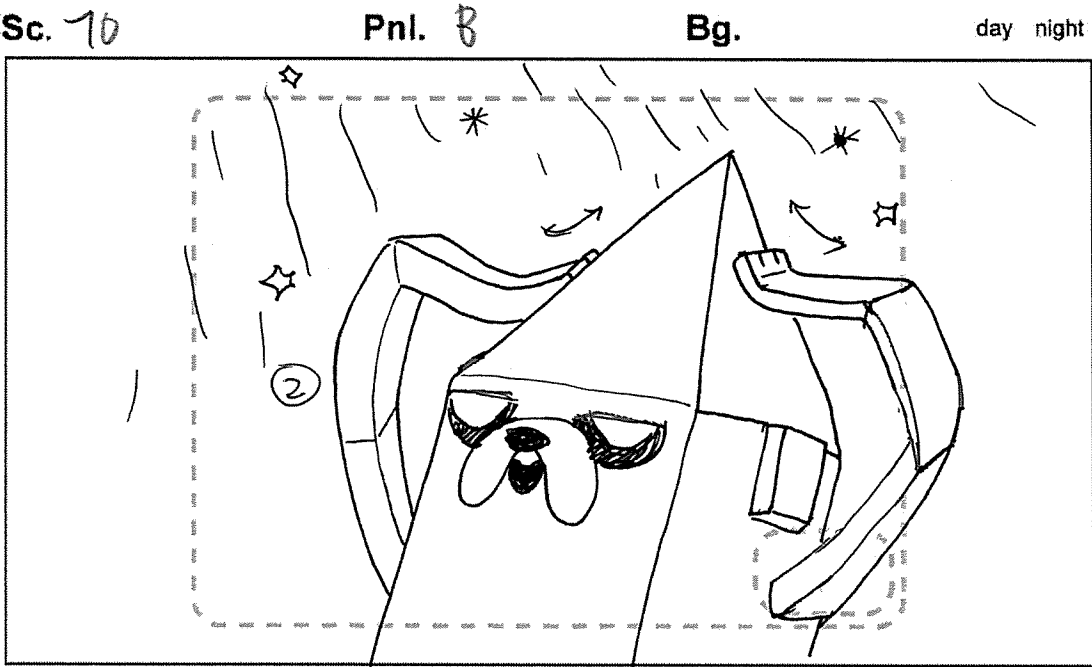
Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

⑤! ① mmm.. ② that sunshine feels good.



① Feels good all over!



EPISODE # 100242

Production :

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# ADVENTURE TIME



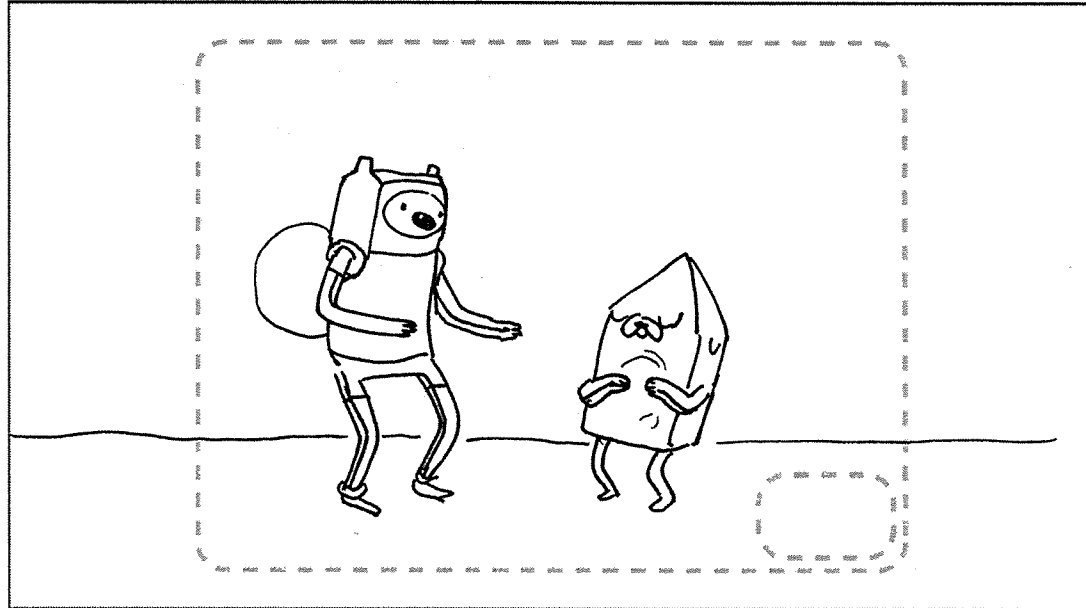
Page 90

Sc. 71

Pnl. B

Bg.

day night

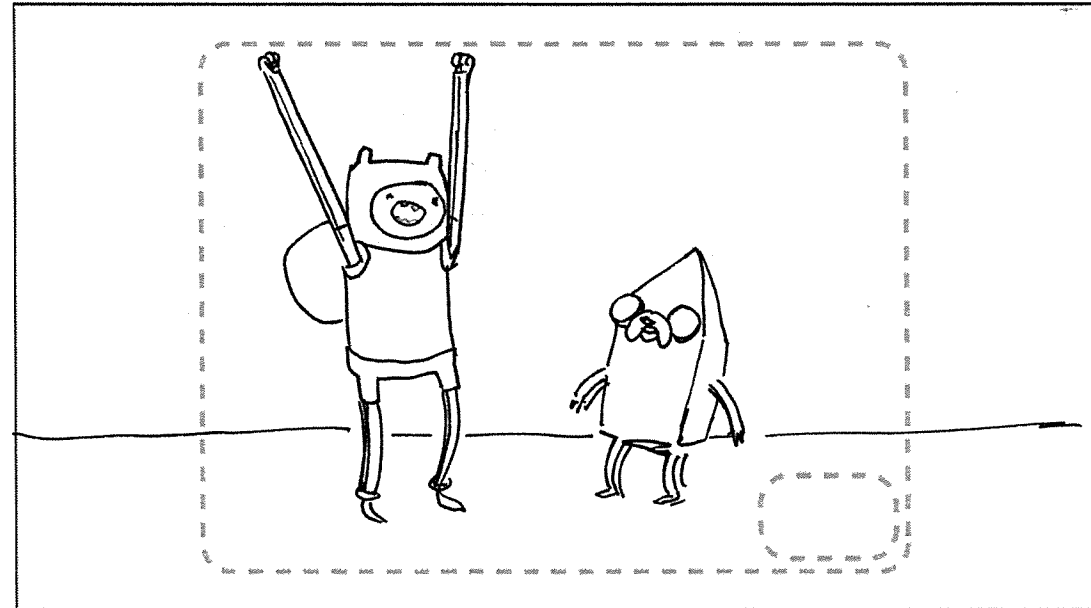


Sc. 71

Pnl. C

Bg.

day night



Dialog: (D) No wonder all the Monsters in this game want to Get their Grubby mitts on it.

(F) Lets go Kick their DIGITAL BOOTAYS!!!

Action:

Timing:

EPISODE # 100242

Production :

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# ADVENTURE TIME



Page 90A

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (J) BLEEP!

Action:

Timing:

(F) DODT -

EPISODE # 100242

Production :

# ADVENTURE TIME

Page 90 B

Sc.	Pnl.	Bg.	day	night
-----	------	-----	-----	-------



day night

**Sc.**

**Pnl.**

**Bg.**

day night



**Dialog:**

⑦ Doot

⑦

DOOT - DOOT

POOT-DOOT

DoOT - DoOT

⑤ Haha Boop-Boop-Boop Boop

**Action:**

**Timing:**

100242

**EPISODE #**

**Production :**



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# ADVENTURE TIME



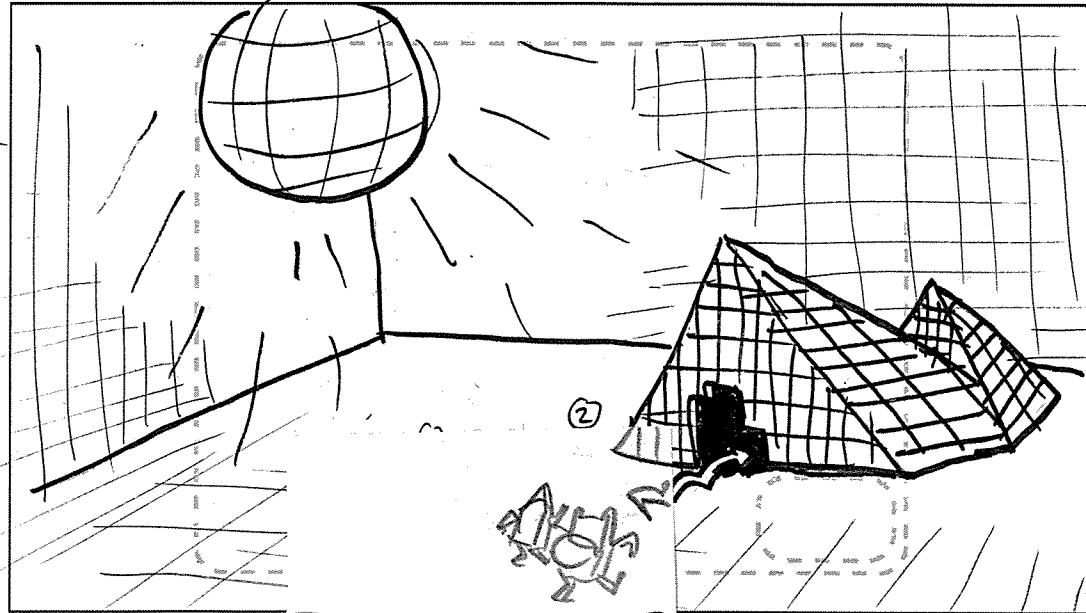
Page 900

Sc. 7L

Pnl.

Bg.

day night

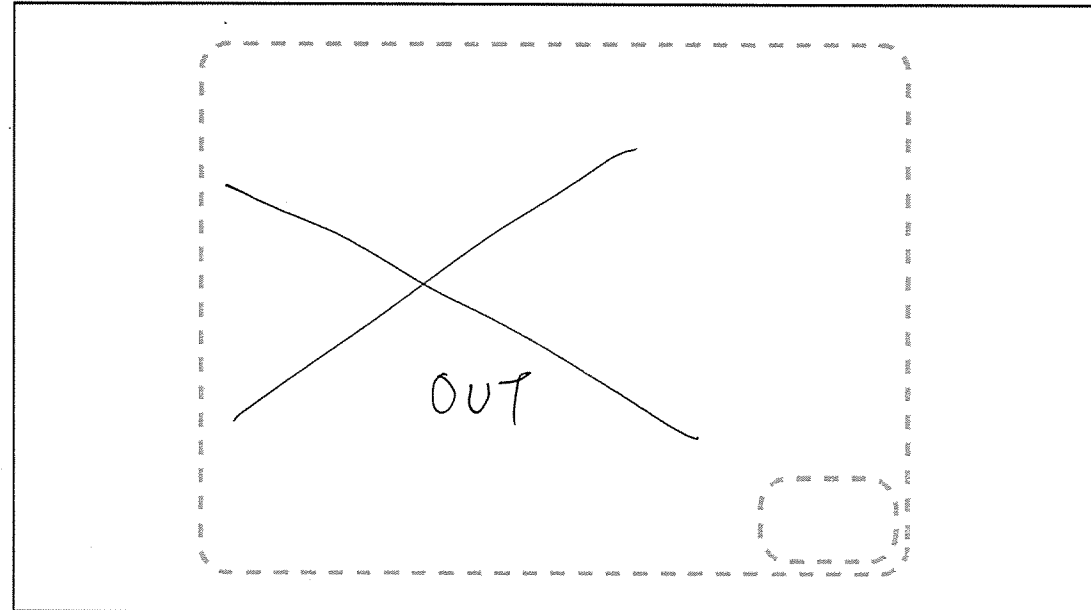


Sc.

Pnl.

Bg.

day night



Dialog:

Ⓐ DOOT-DOOT DOOT-DOOT

Ⓝ Bleep-Blop Bleep-Boop.

Action:

Timing:

EPISODE # 10 0242

Production :

ADVENTURE TIME



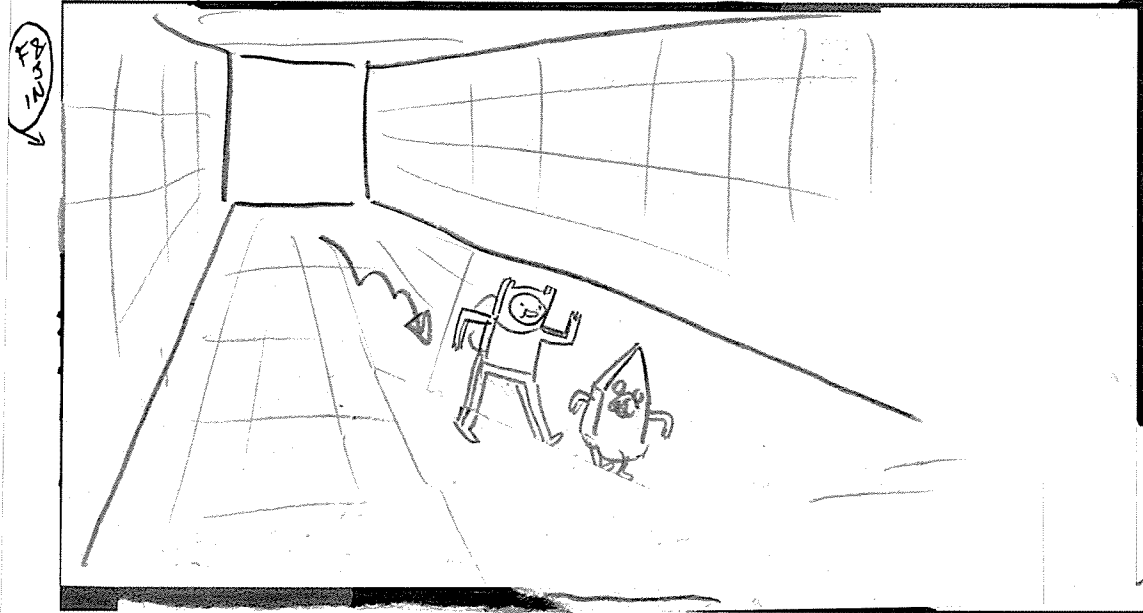
day night

Sc. 73

Pnl. B

Bg.

day night



(F) We are in the computer world!

(walking like pixel people)

Action:

Timing:

100242

EPISODE #

F&J  
OUT

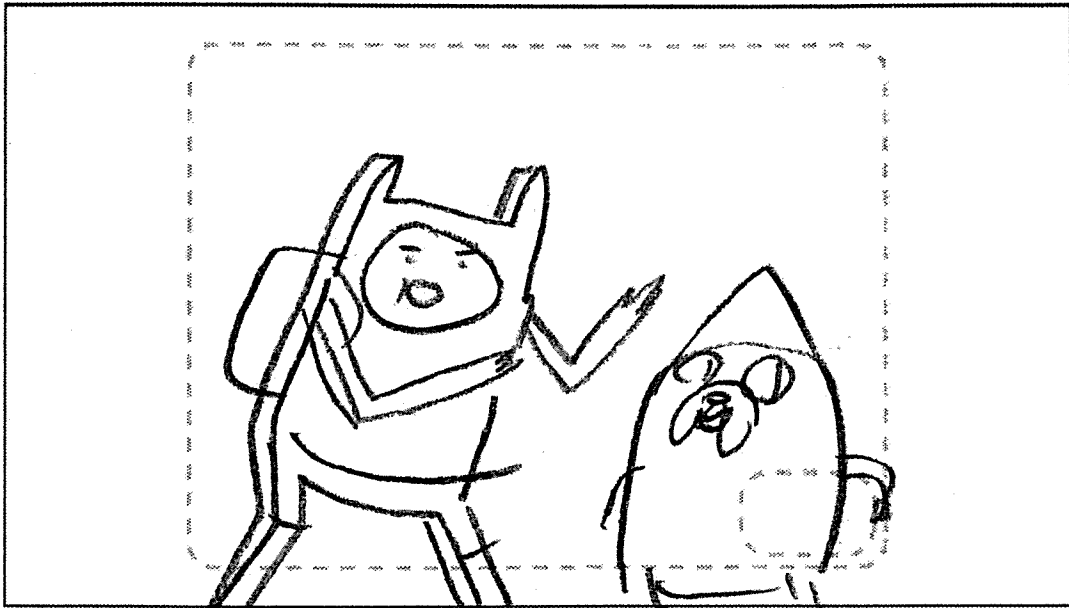
Production :

ADVENTURE TIME

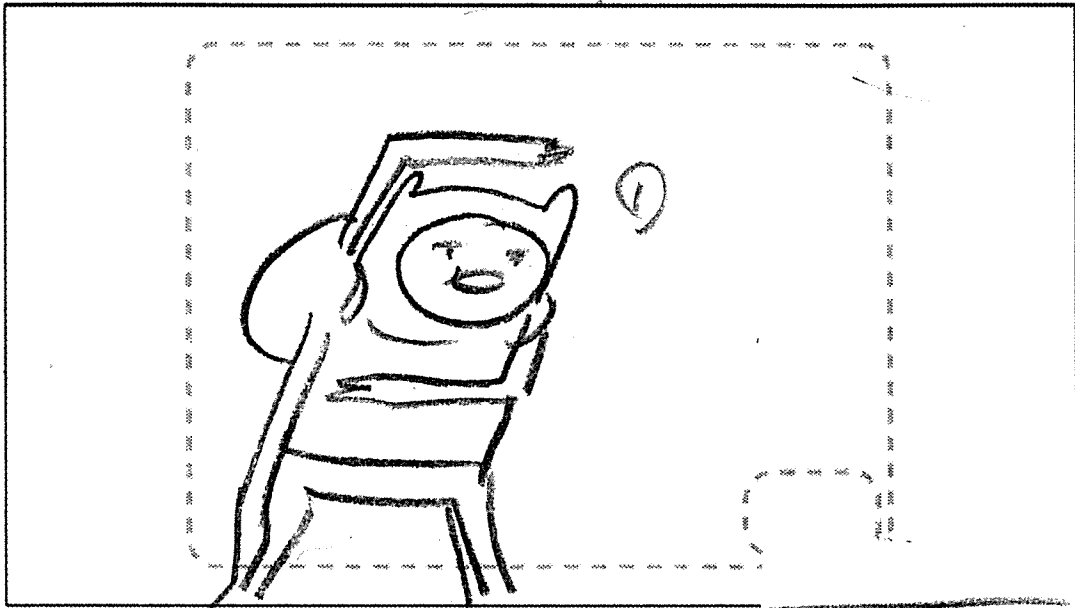


Page 91A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

we're

Action:

Timing:

computer



EPISODE # 100242

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# ADVENTURE TIME



Page 91B

Sc.	Pnl.	Bg.	day	night

Sc.	Bg.	day	night

Dialog:	
	- ter
Action:	
Timing:	

	BOYS

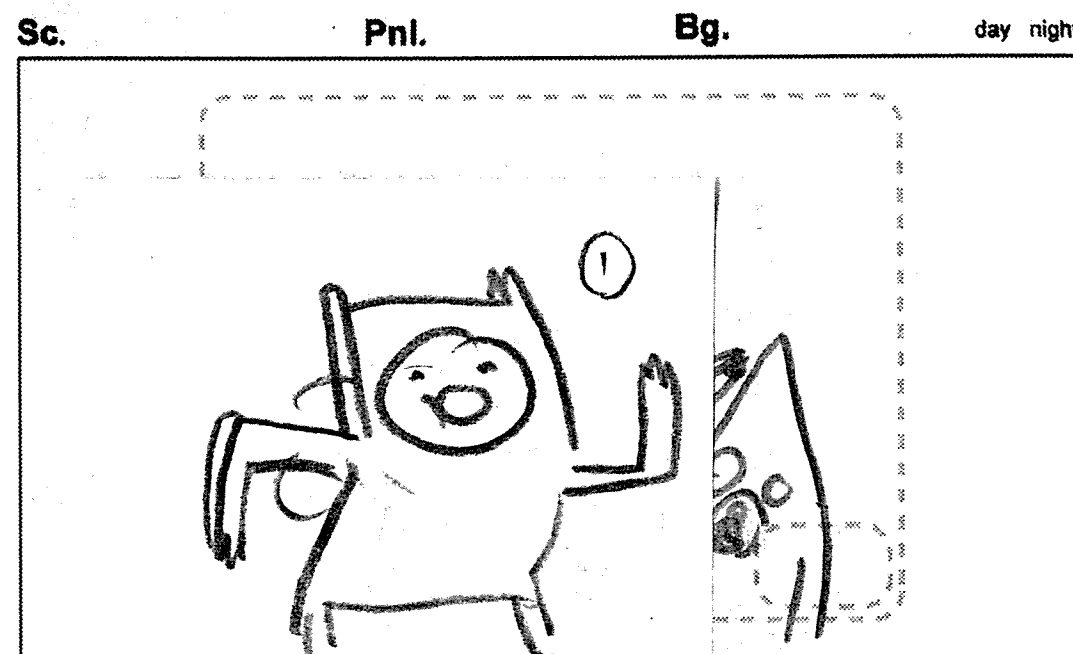
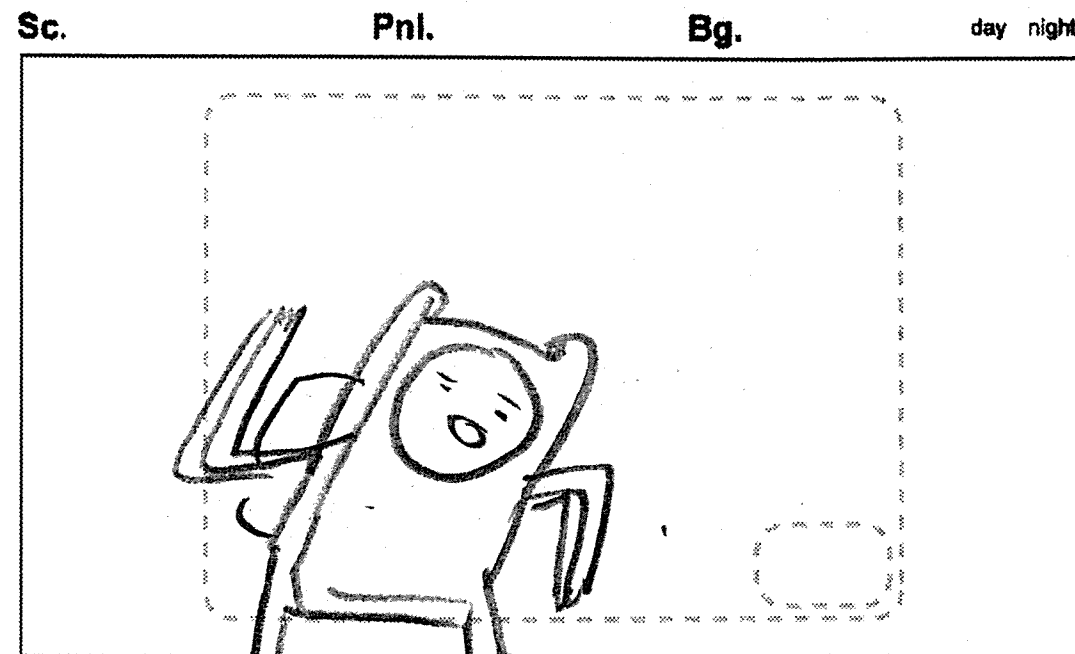
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 91C



Dialog:	Not <del>_____</del>	Com - PV -	(2)
Action:			
Timing:			

EPISODE # 100242

# ADVENTURE TIME



Page 91D

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	<p>ter</p>
Action:	
Timing:	

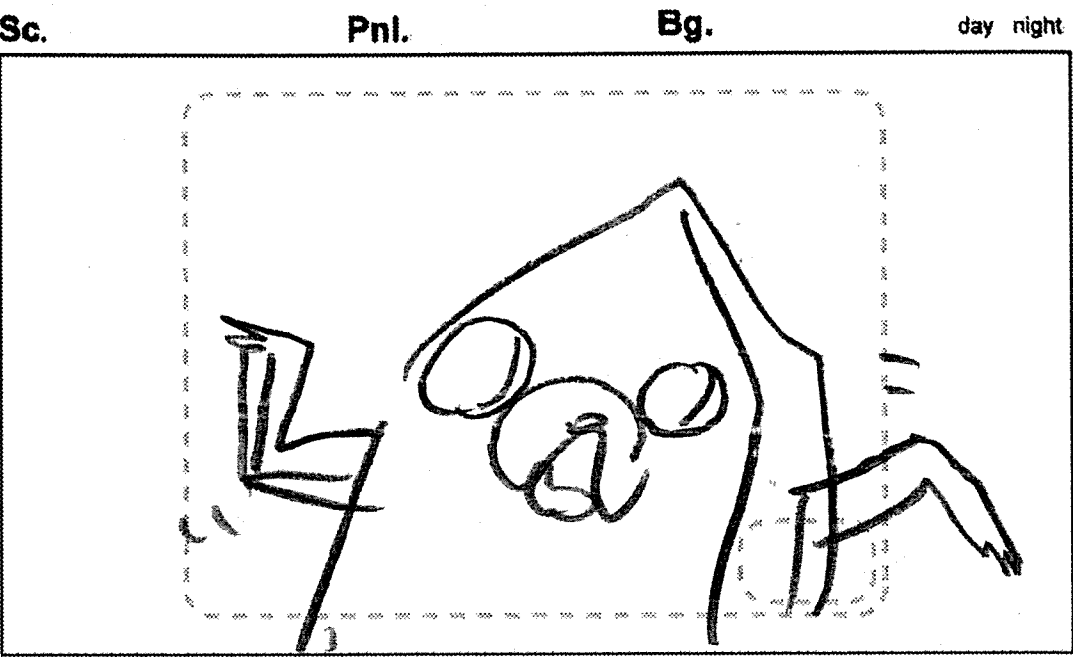
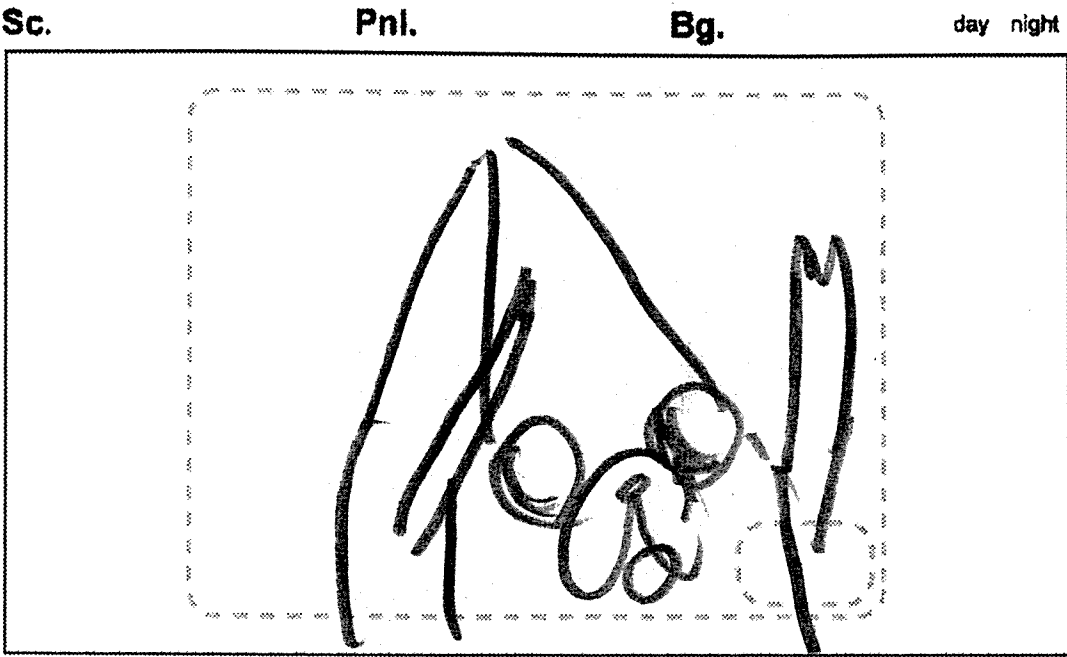
<p>Girls!</p>

100242

EPISODE #

Production :

ADVENTURE TIME



Dialog:	IN A GAME I CAN BE who I virtually am!	
Action:		
Timing:		

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EPISODE # 100242  
Production :

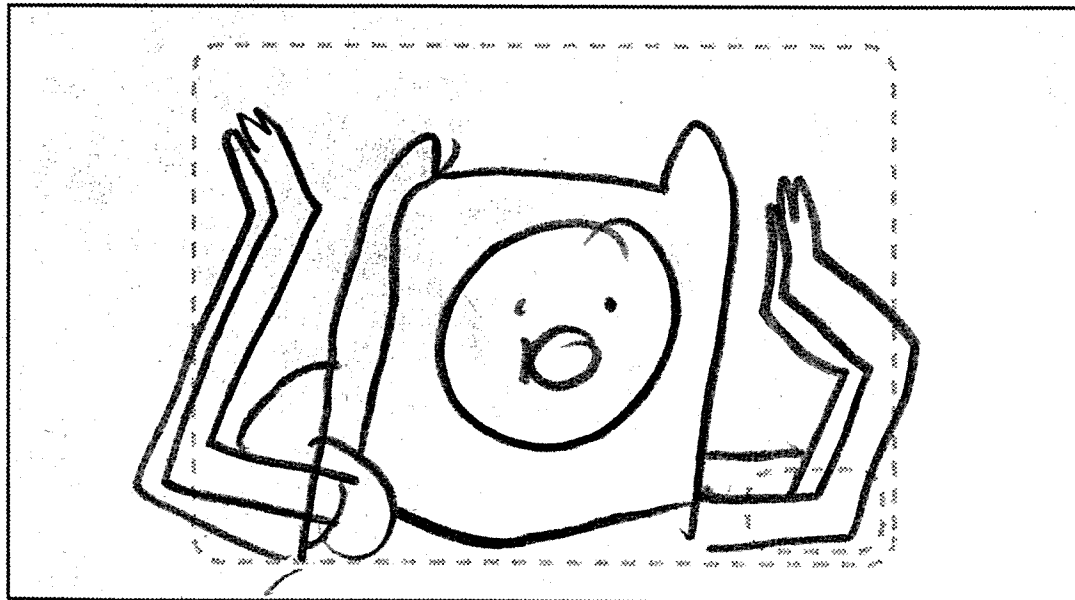
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# ADVENTURE TIME

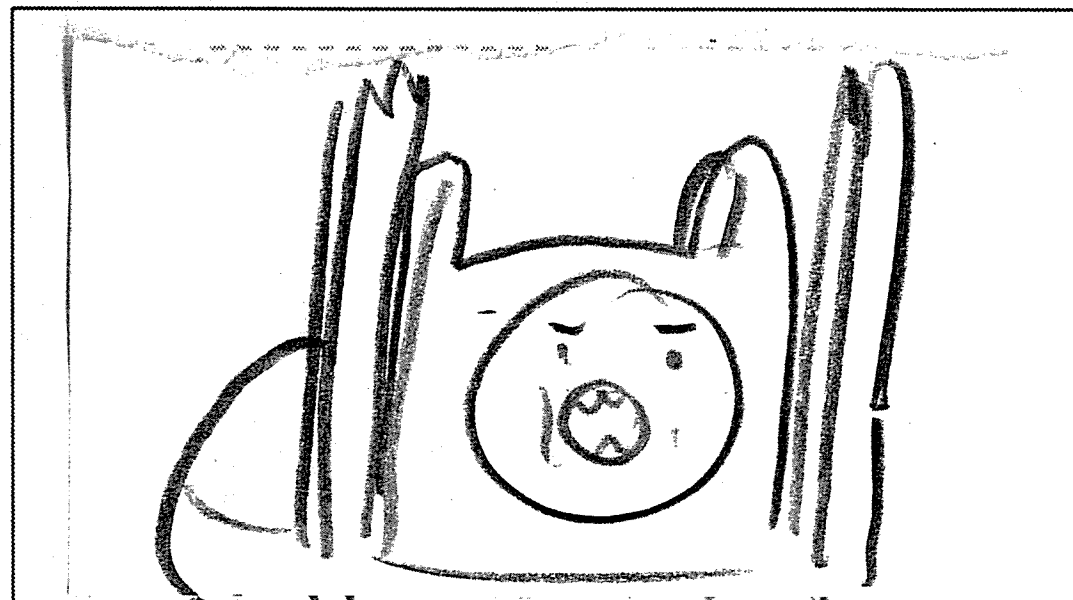


Page 91 F

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

I CAN WALK,  
AND SING,

I CAN  
KILL  
SILLY  
SAM!

Production :

EPISODE #

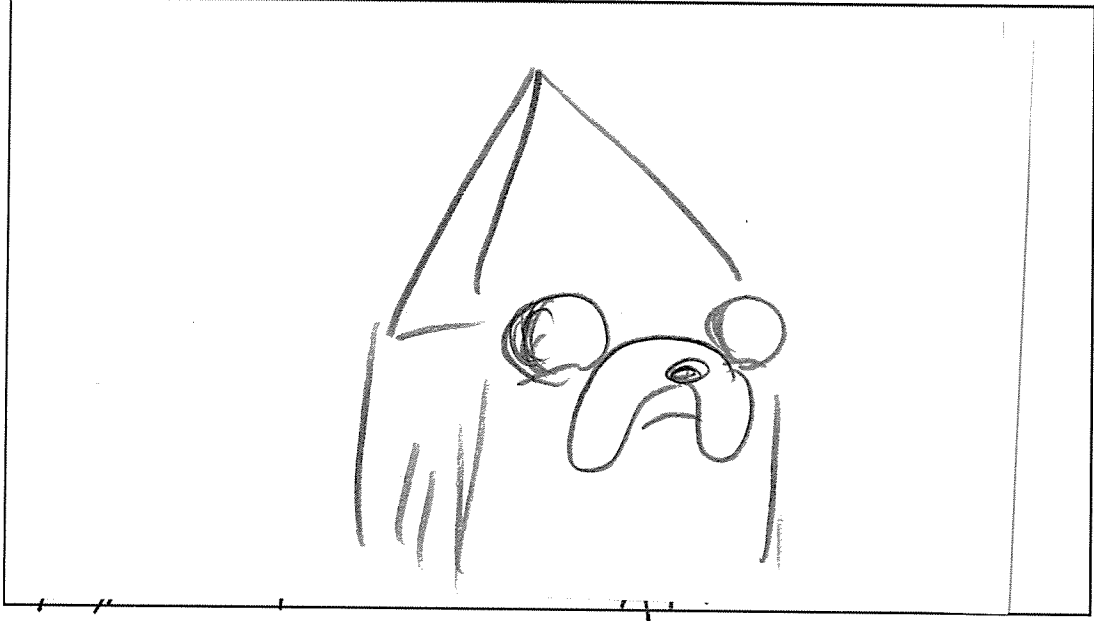
100242



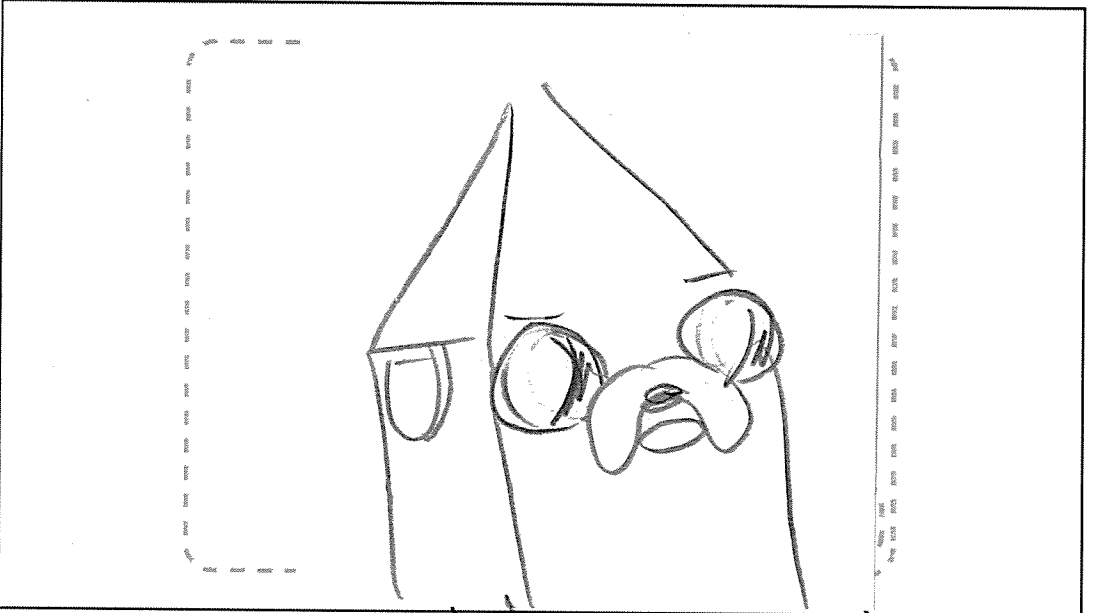
# ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 75 Pnl. A Bg. day night



Dis  
Ac  
Tir

① : SNIFF =  
= SNIFF =

① hey, what stinks?

EPISODE # 100242

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog	(F) Oh You <u>Better</u> not say my "computer world" song		
Action			
Timin			

EPISODE # 10 0242 Production :

ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night

Sc. 77 Pnl. A Bg. day night

Di

Ac

Tin

JD \* sniff \*

JD No, smellsss lllllike...

EPISODE # 100242  
Production :

# ADVENTURE TIME



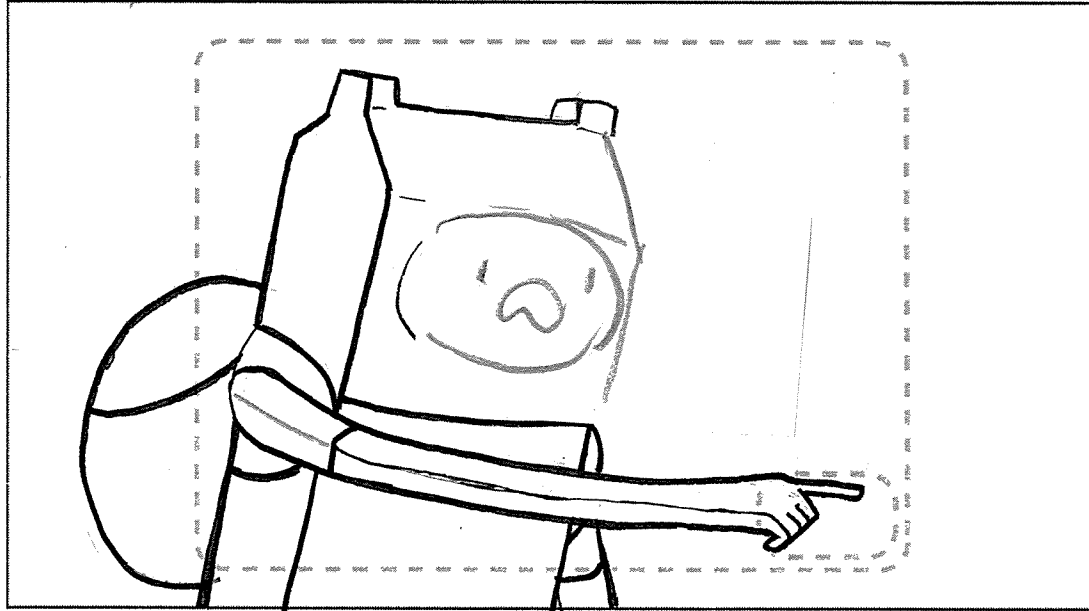
Page 97

Sc. 83

Pnl. B

Bg.

day night

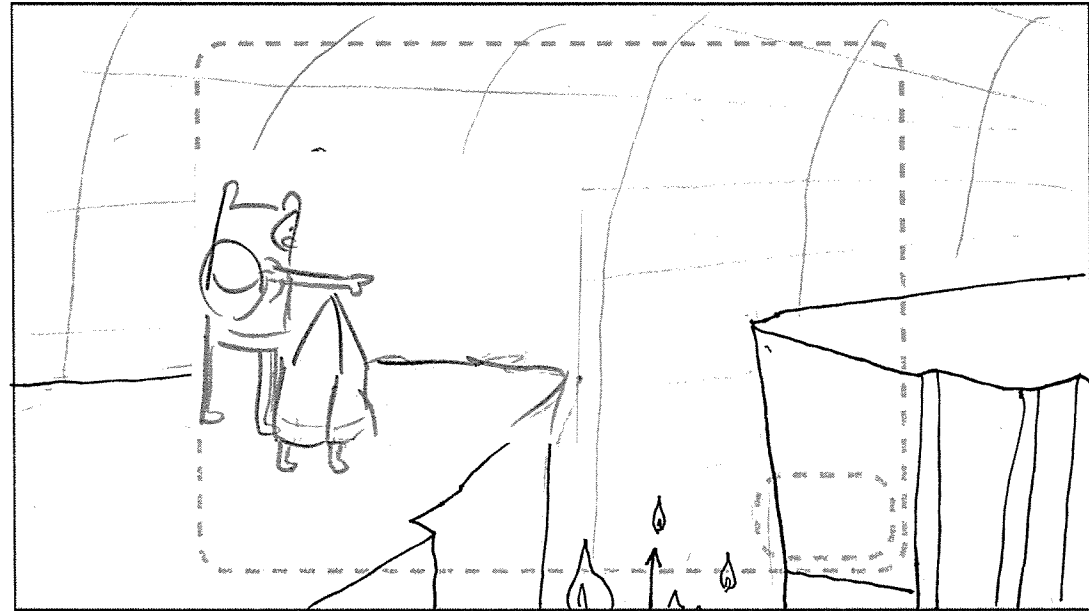


Sc. 84

Pnl. A

Bg.

day night



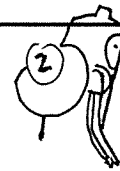
ⓔ PIT!

Acti

Tim

ⓔ

ⓔ yes h..



Finn pulls his  
hand down

EPISODE # 100242

Production :

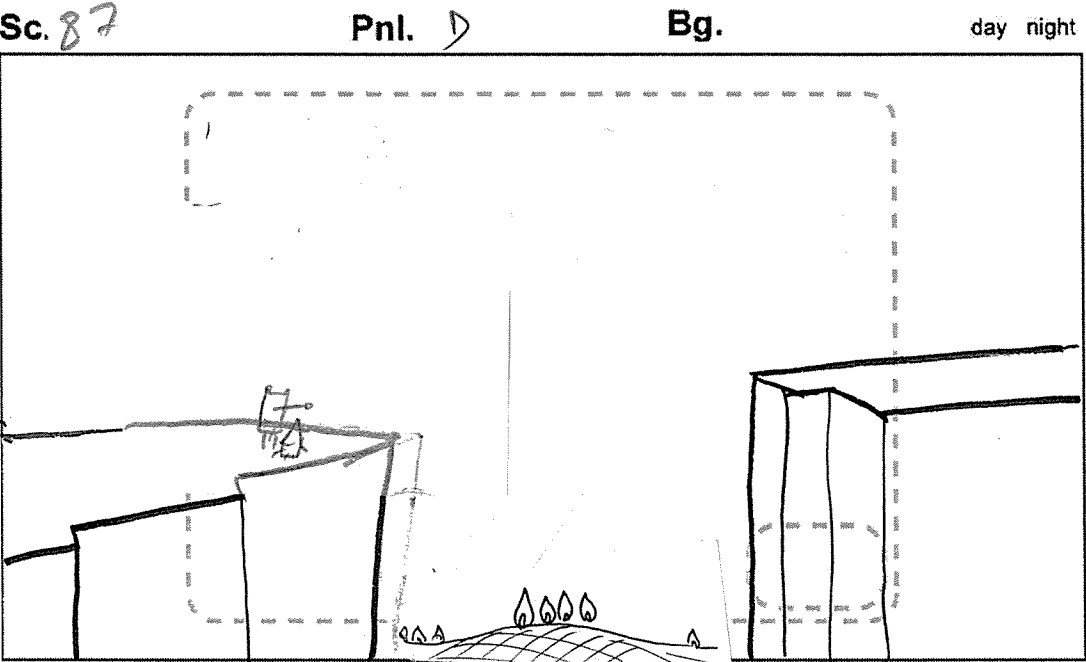
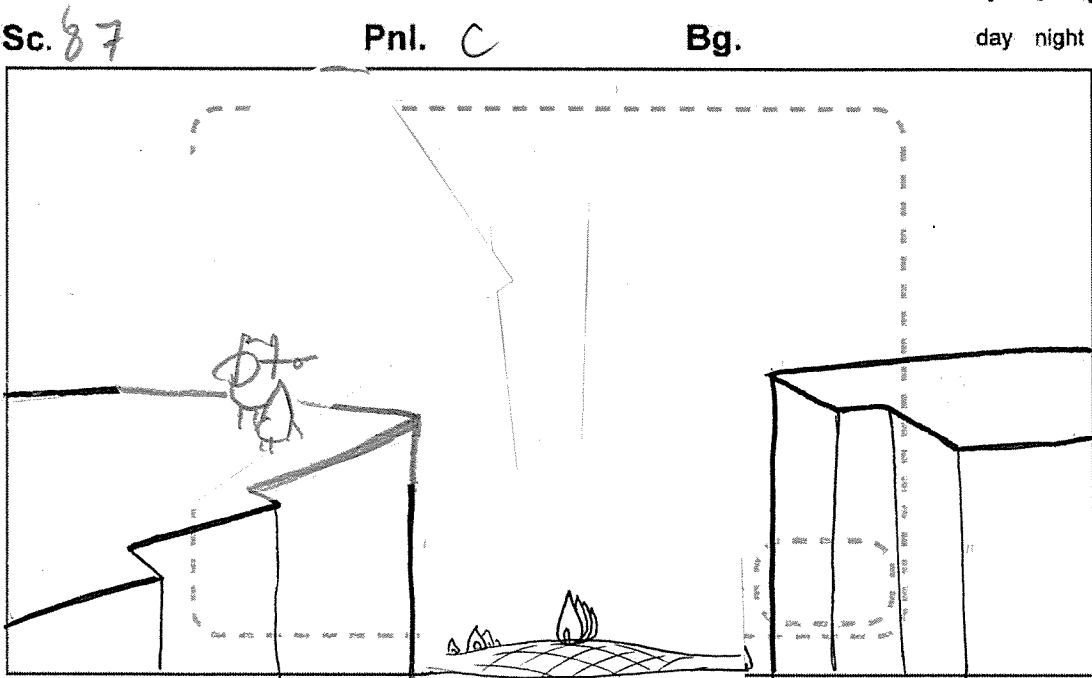
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# ADVENTURE TIME



97A

Page ~~1~~



Dialog:	
Action:	camera trucks out and moves to Right.
Timing:	

EPISODE # 100242 Production :

ADVENTURE TIME



978  
Page ~~978~~

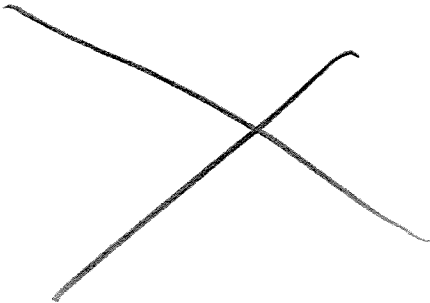
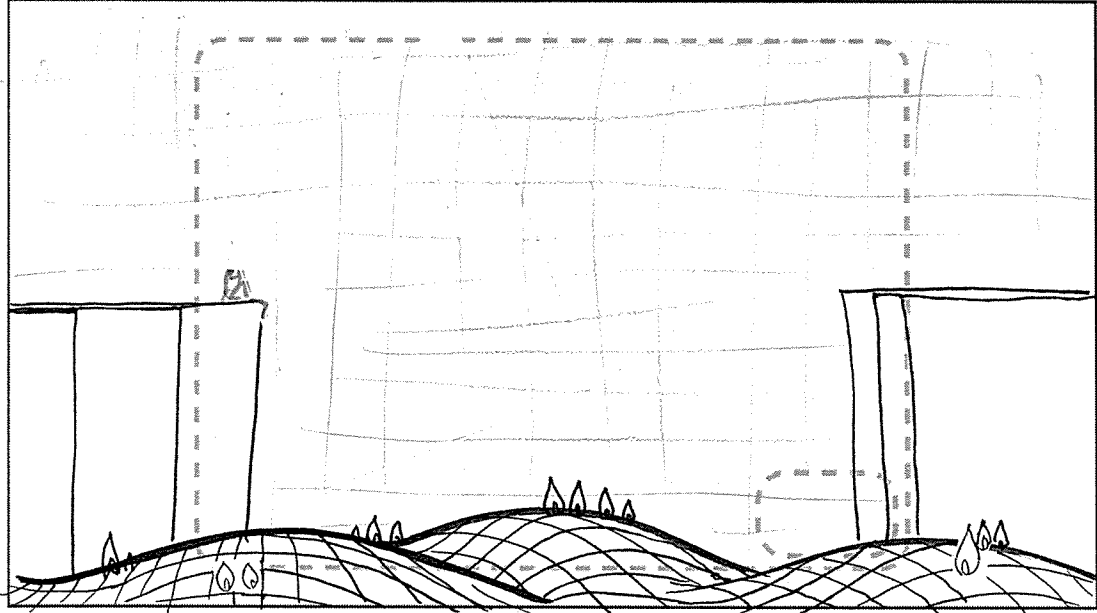
Sc. 87

Pnl. E

Bg.

day night

day night



Dialog:

① Lava Pit.

Action:

Continue camera move to reveal that pit is bigger than first appearance

Timing:

100242

EPISODE #

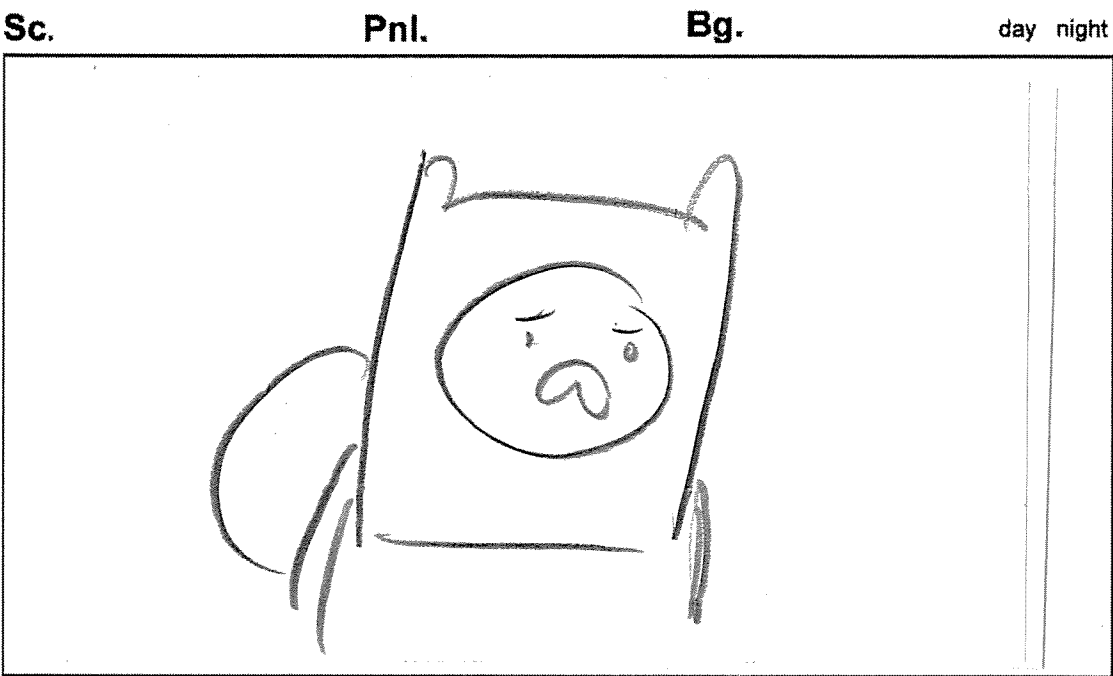
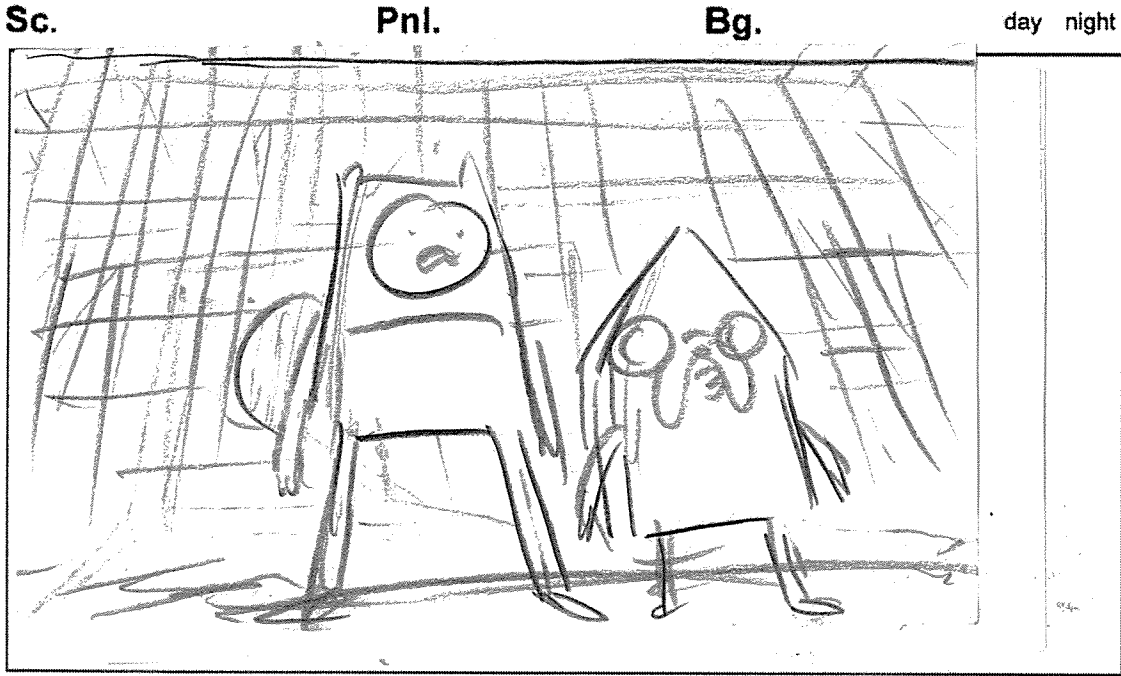
Production :

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# ADVENTURE TIME



Page 97C



Dialog:	<p>Ⓔ Looks a mite bigger inside the Game.</p>
Action:	
Timing:	

EPISODE # 100242  
Production :

# ADVENTURE TIME



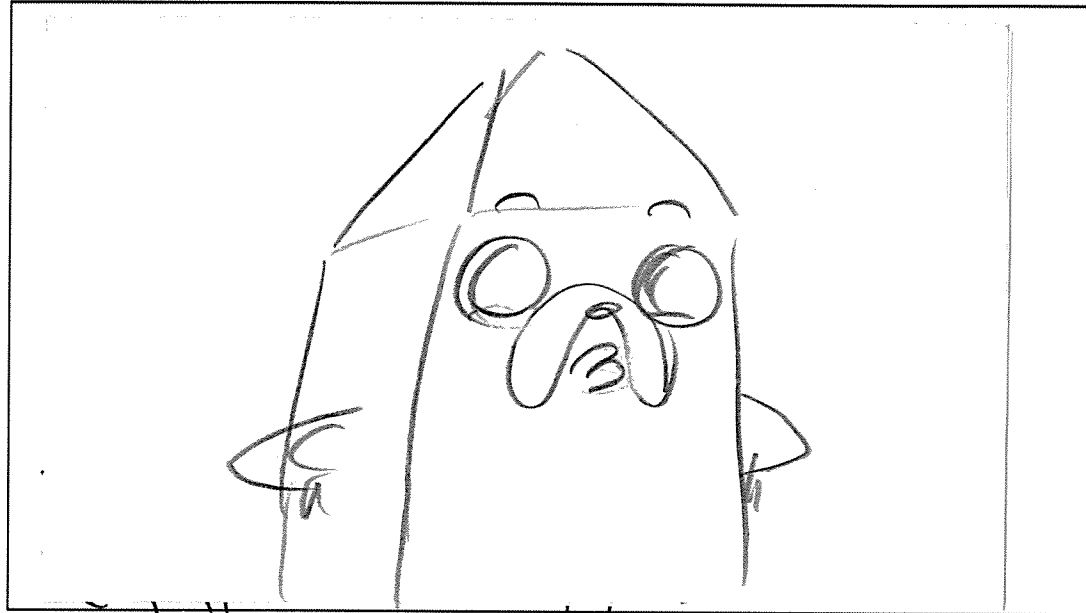
Page 98

Sc. 85

Pnl. A

Bg.

day night

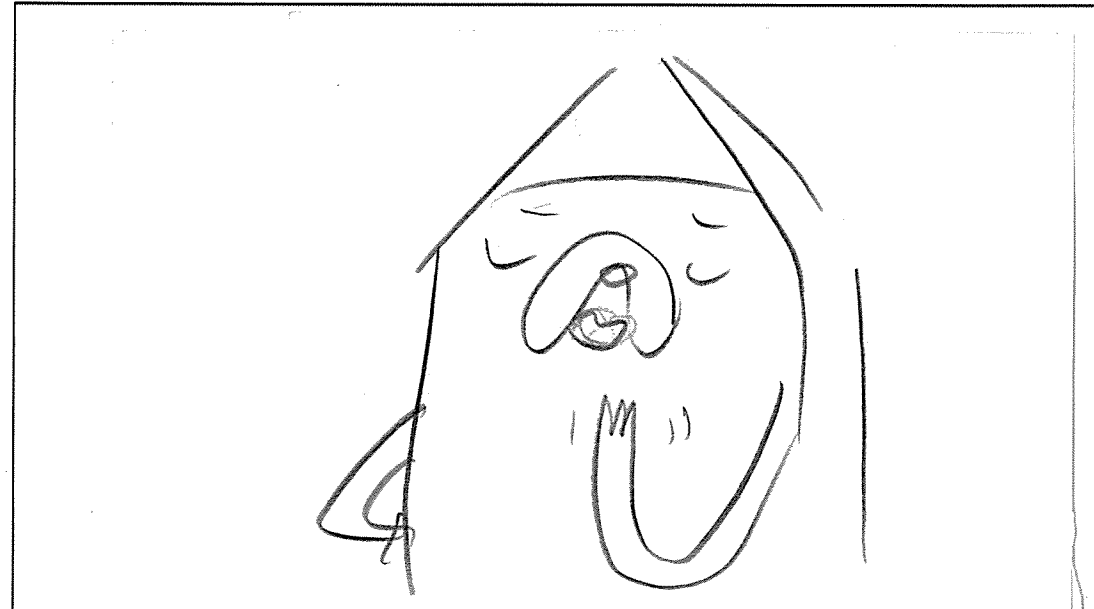


Sc. 86

Pnl. A

Bg.

day night



Dialo

Actio

Timi

(J) enh, don't sweat it.

EPISODE # 100242

Production :

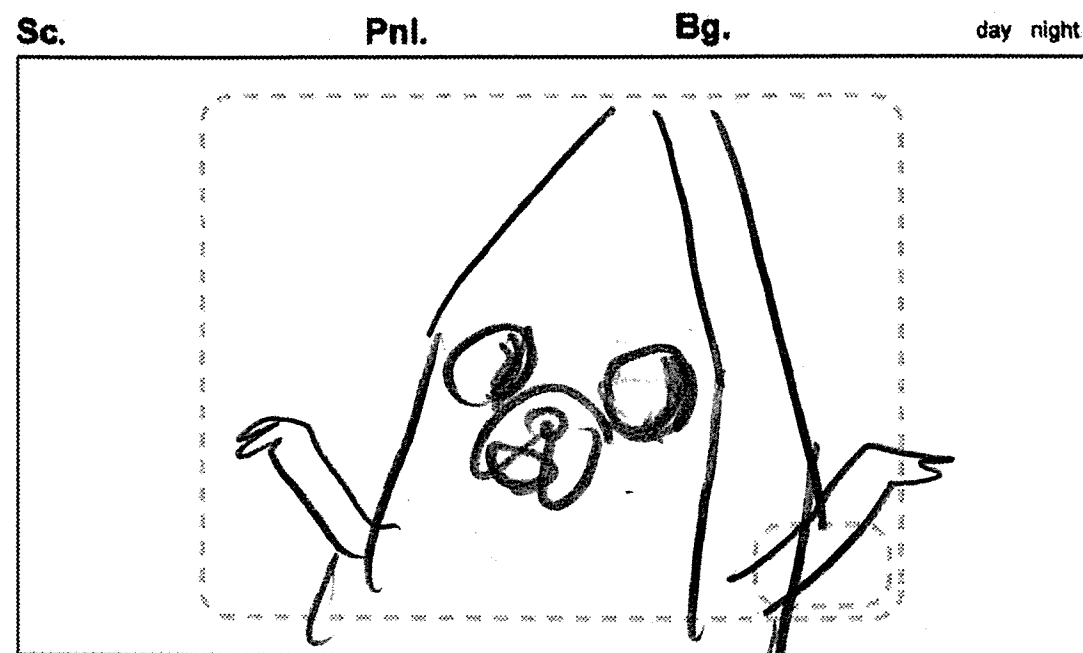
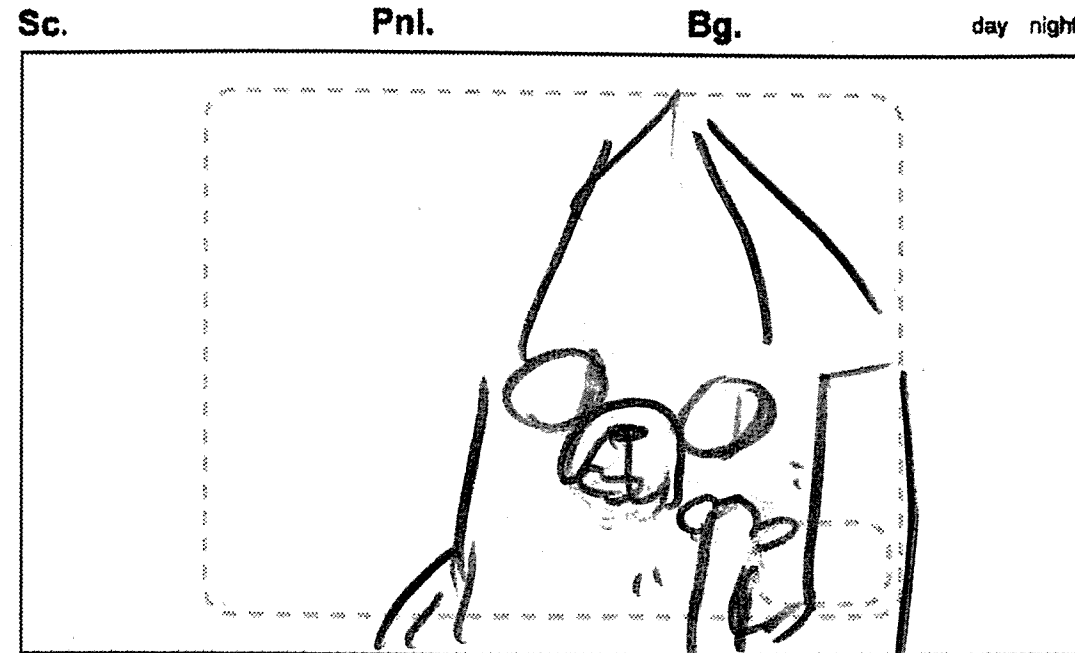


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# ADVENTURE TIME



Page 98A



Dialog:

(J) jumpin' over this  
pit is EEAASY

(J) it's EASY  
Remember?

Action:

Timing:

EPISODE # 100242

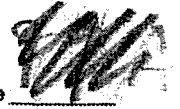
Production :

# ADVENTURE TIME



99

Page

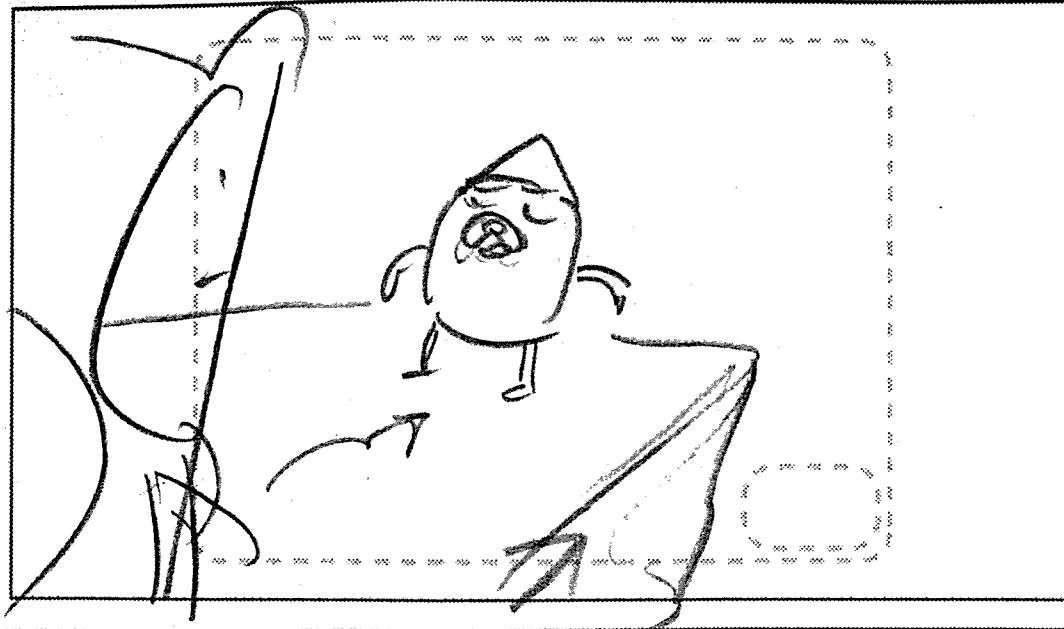


Sc.

Pnl.

Bg.

day night

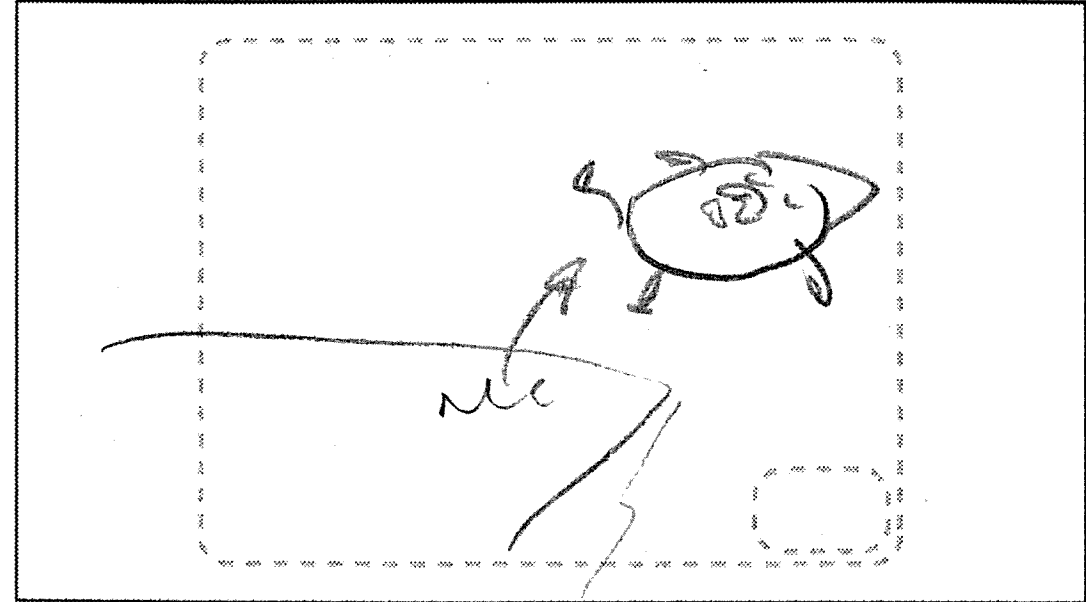


Sc.

Pnl.

Bg.

day night



Dialog:

We can do this backwards  
with our eyes closed, ~~then~~ R.

Action:

(jump!)

Timing:

100242

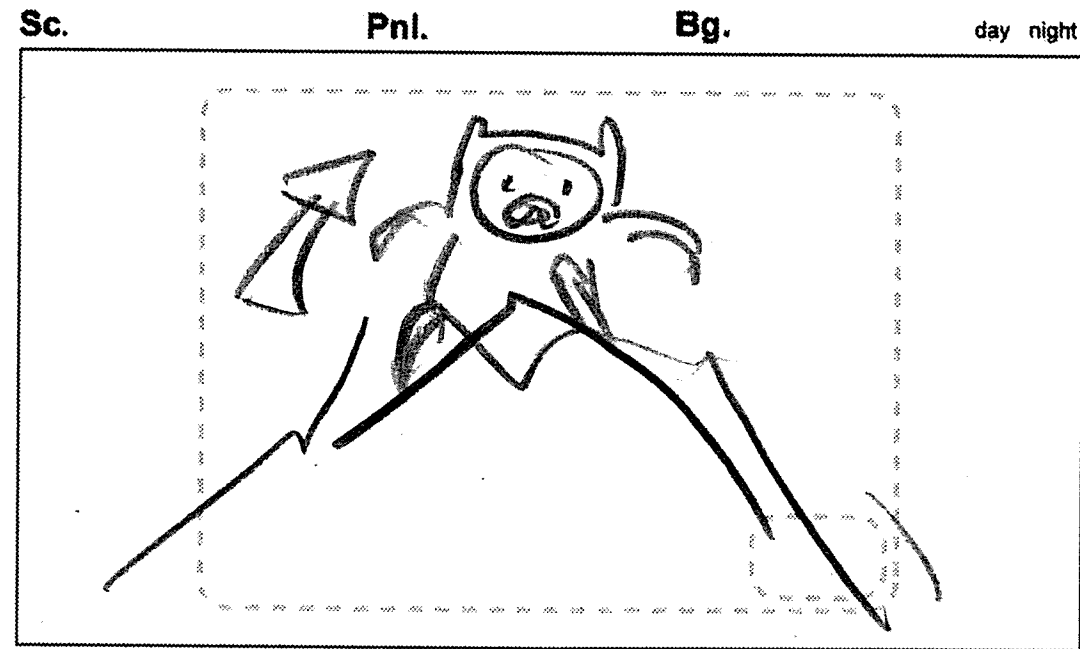
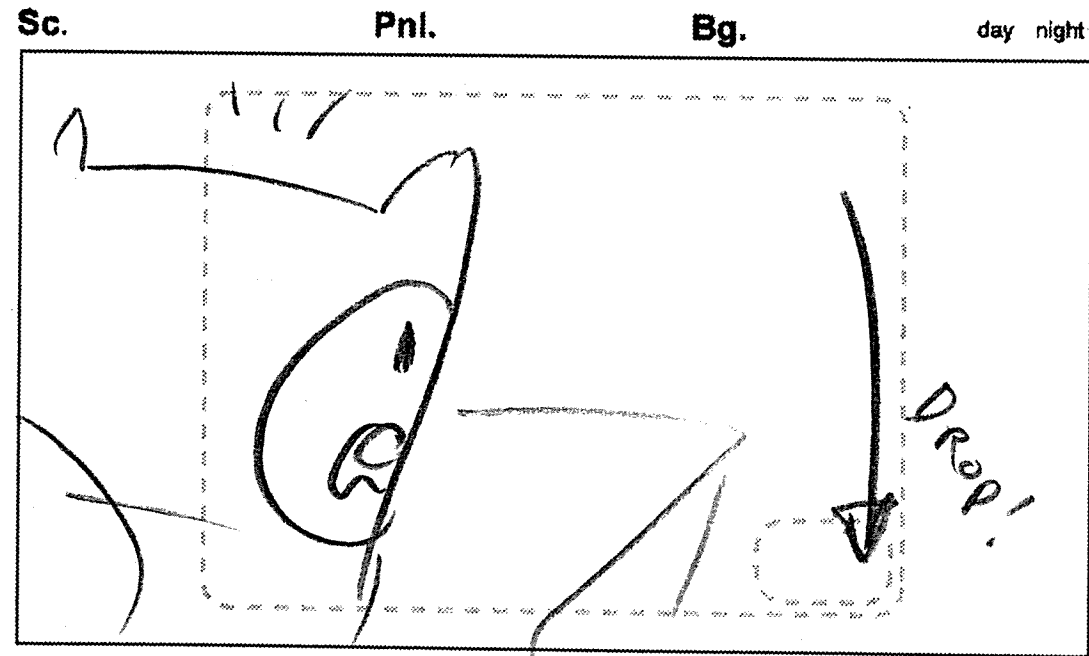
EPISODE #

Production :

# ADVENTURE TIME



Page 100 → 102



Dialog:	≡ splash ≡	ⓕ take!
Action:		
Timing:		

EPISODE # 100242

Production :

ADVENTURE TIME



Sc. 8 9

Pnl. A

Bg.

day night

Sc. 8 8

Pnl. B

Bg.

day night

Dialog:	① AH! I'm BURNING!	② SO MUCH PAIN!
Action:	Jake comes up flailing	
Timing:		

EPISODE # 100242

Production :

ADVENTURE TIME

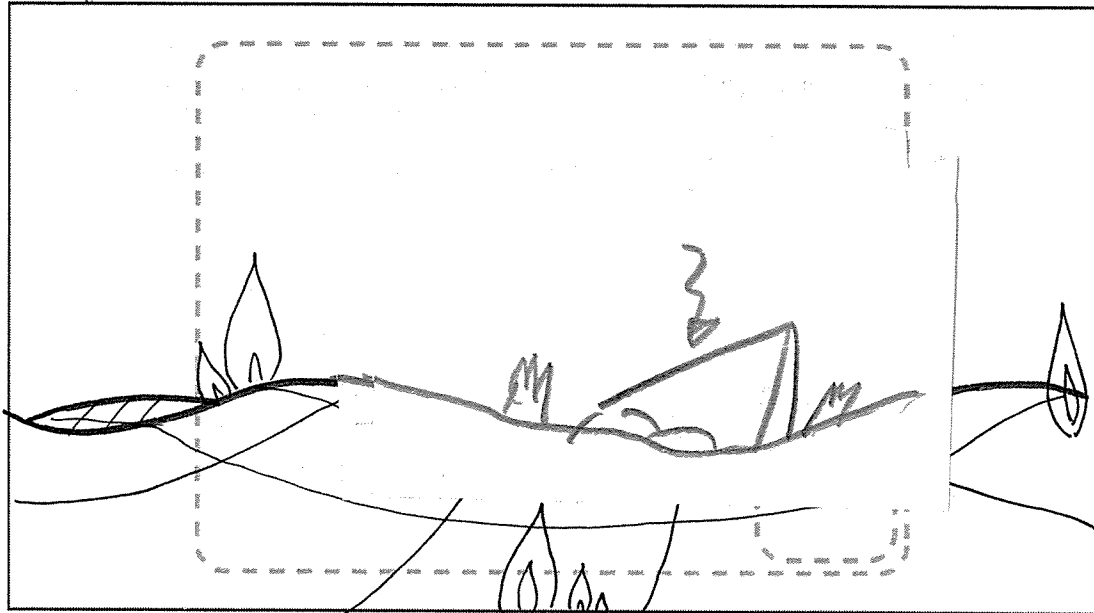


Sc. 88

Pnl. C

Bg.

day night

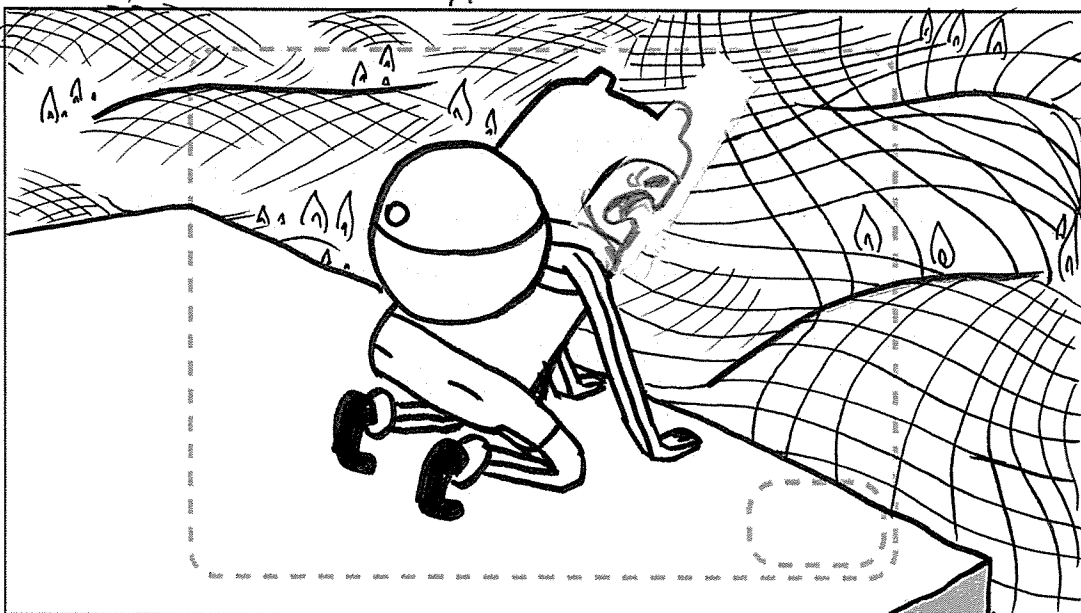


Sc. 89

Pnl. A

Bg.

day night



Dialog:	① I'm DYING!!	② NO!! JAKE!
Action:	Jake sinks below.	
Timing:		

EPISODE # 100242  
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (J) Yes!... I think SOOOOOO.,

Action:

Timing:

EPISODE # 100242 Production :

## ADVENTURE TIME

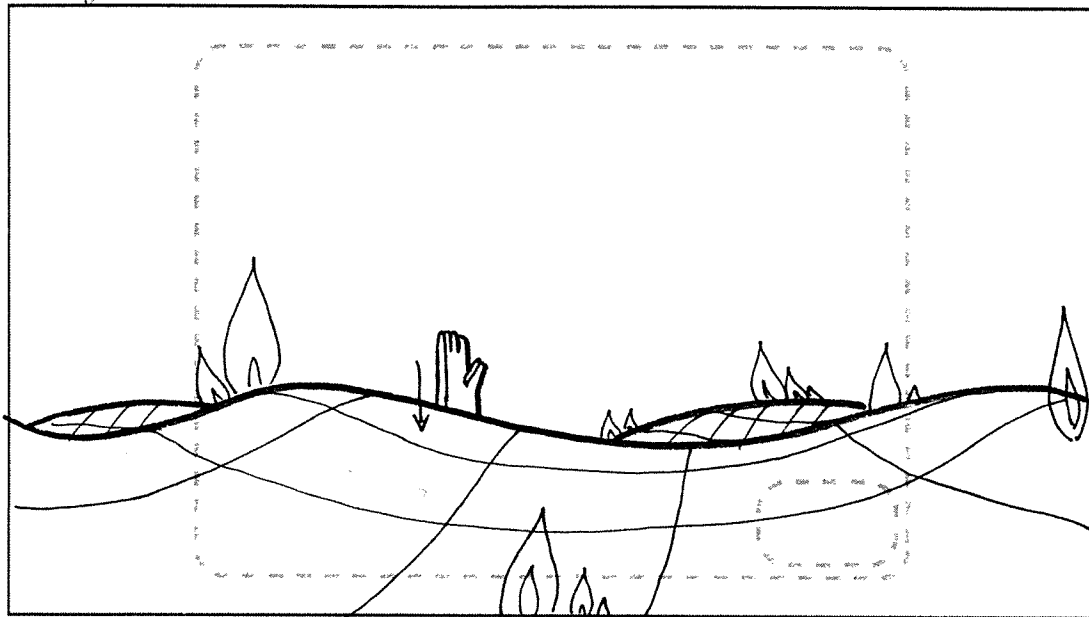
Page 103 E

Sc. 88

**Pnl. C**

**Bg.**

day night

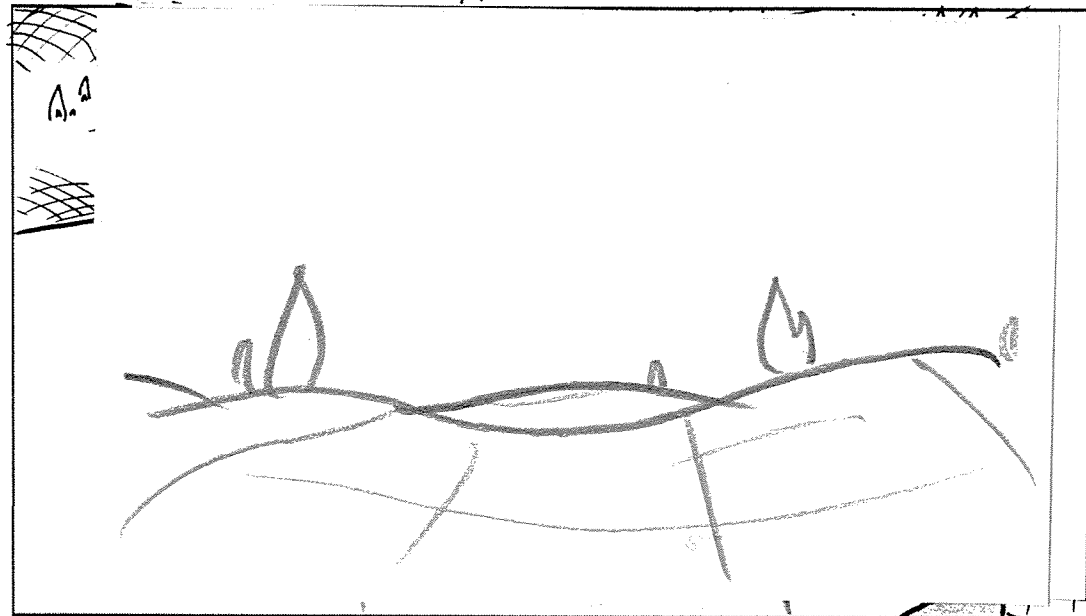


Sc. 89

Pnl. A

**Bg.**

day night



**Dialog:**

①-00000...

**Action:**

Jake sinks below.

**Timing:**

10242

**EPISODE #**

**Production :**

ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night



Dialog: (F) JAKE!!!!

Action:

Timing:

Dialog: (J) heh heh... what man?

EPISODE # 00242

Production :



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ADVENTURE TIME

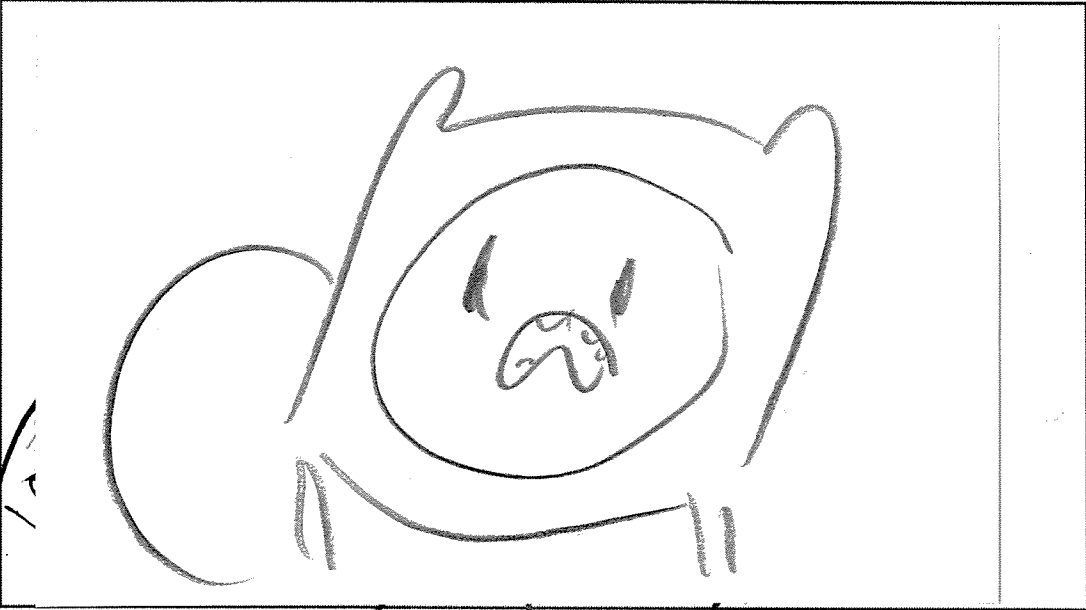


Sc. 91

Pnl. A

Bg.

day night

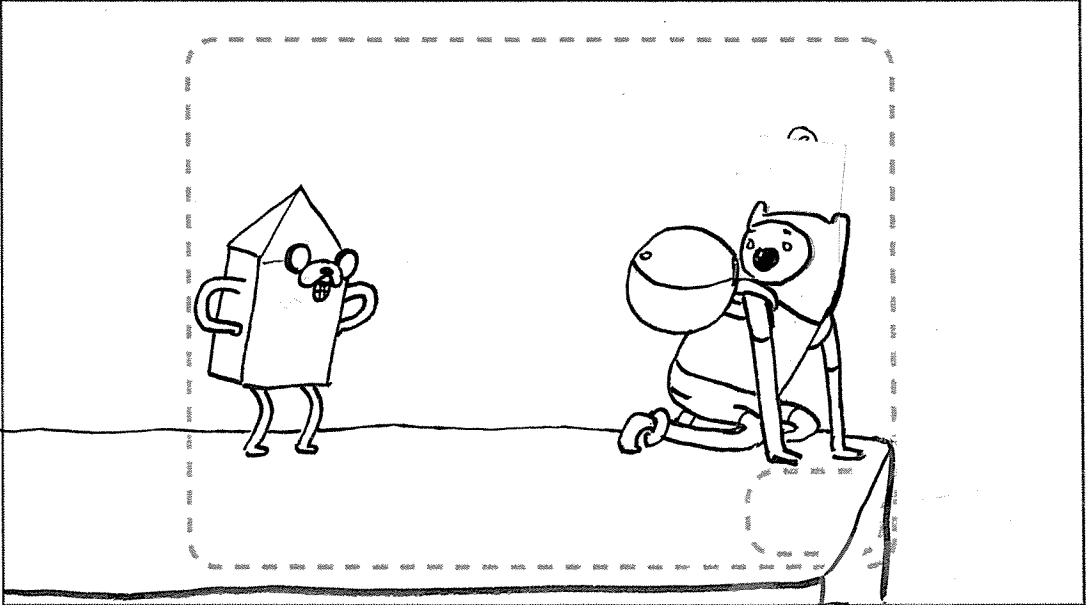


Sc. 92

Pnl. A

Bg.

day night



Dialog:

(F) Whuh?!

(F) JAke! what the shank?!  
what happened?

Action:

Timing:

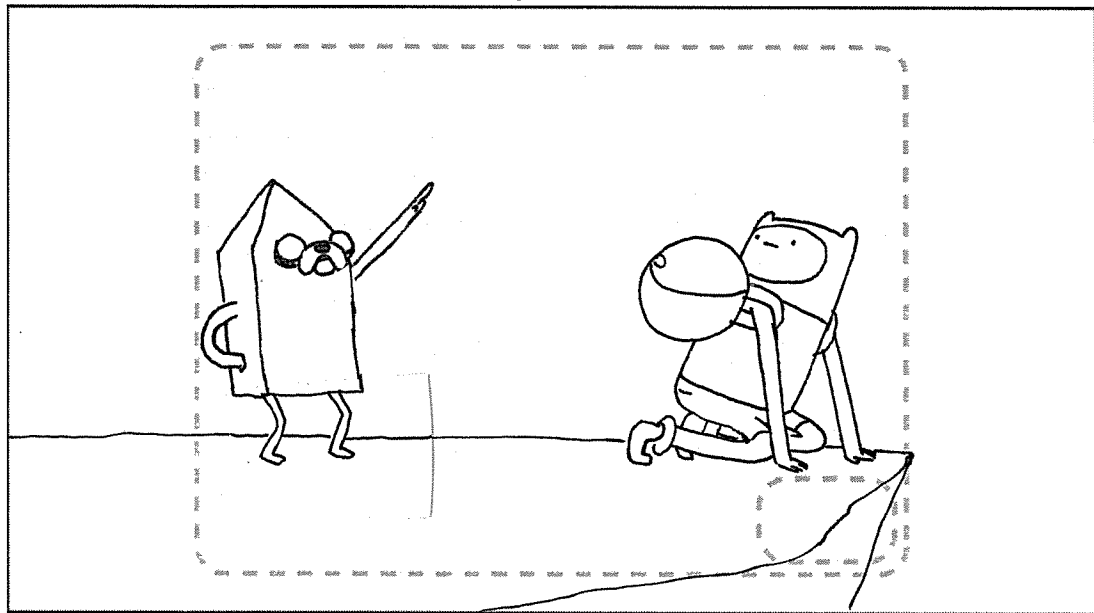
EPISODE # 100242

Production :

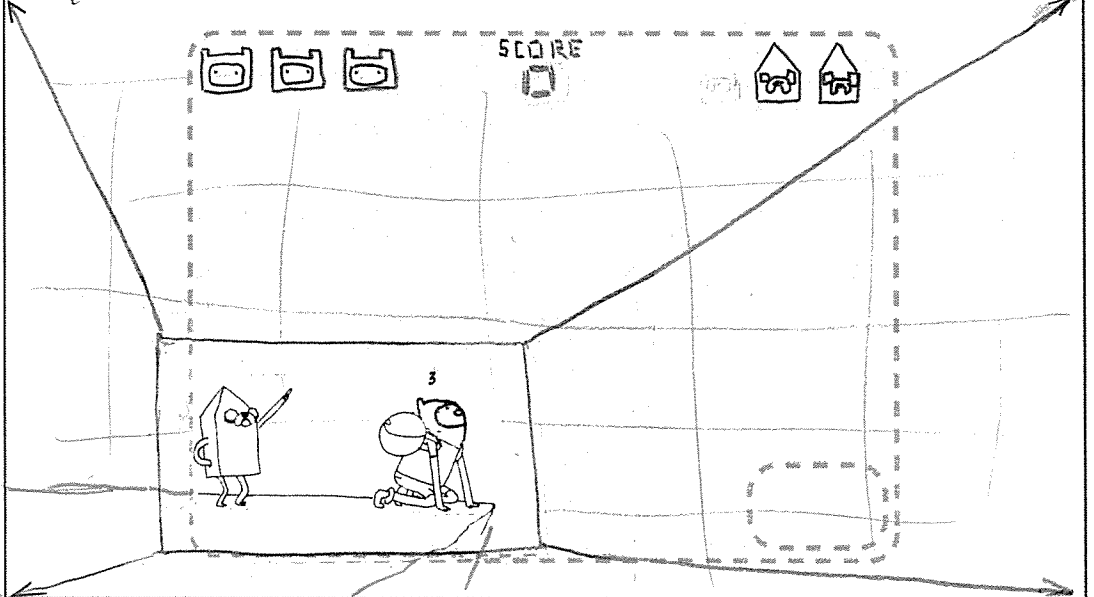
# ADVENTURE TIME

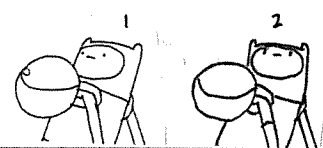


Sc. 92 Pnl. B Bg. day night



Sc. 92 Pnl. C Bg. day night



Dialog:	① check it out	① Extra lives!
Action:	 ② turns head as camera trucks out	
Timing:		

EPISODE # 100242 Production :

# ADVENTURE TIME

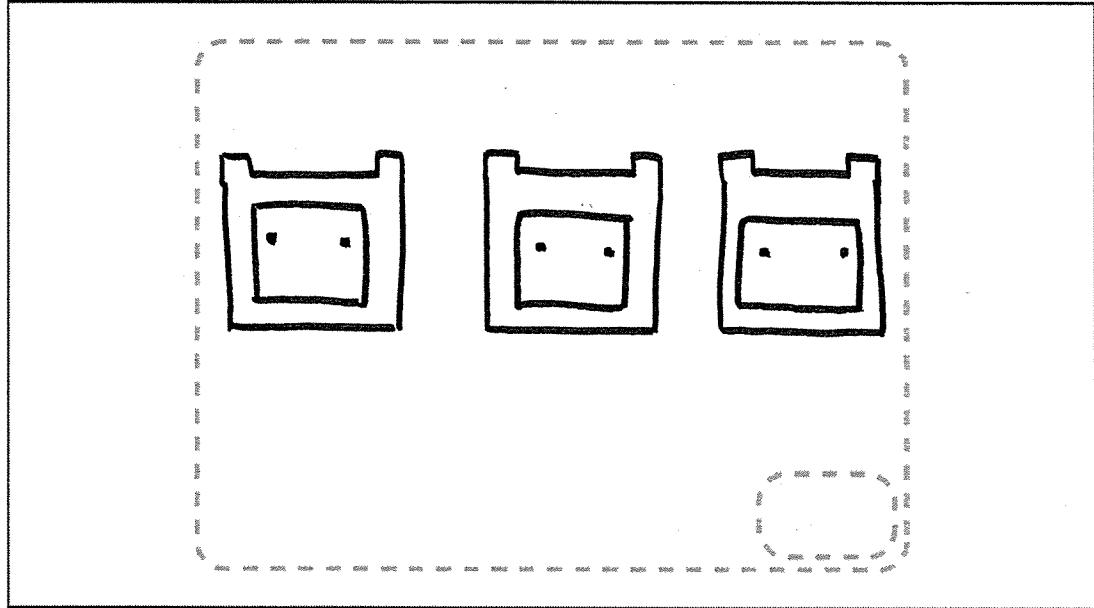


Sc. 93

Pnl. A

Bg.

day night

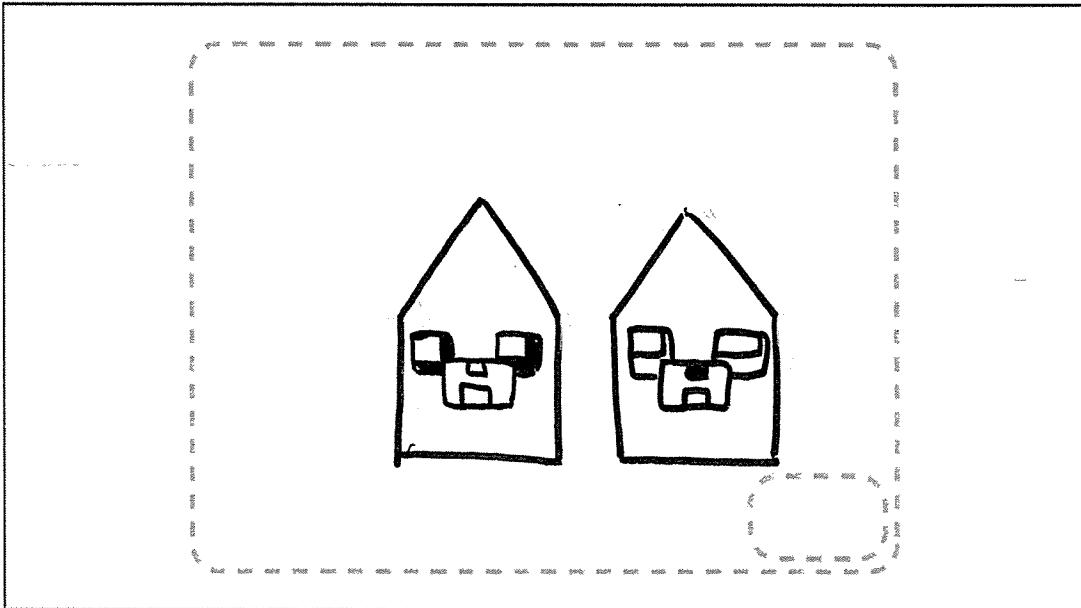


Sc. 93

Pnl. B

Bg.

day night



Dialog:	① three for you	① One for me!
Action:		
Timing:		

EPISODE # 100242  
Production :

# ADVENTURE TIME



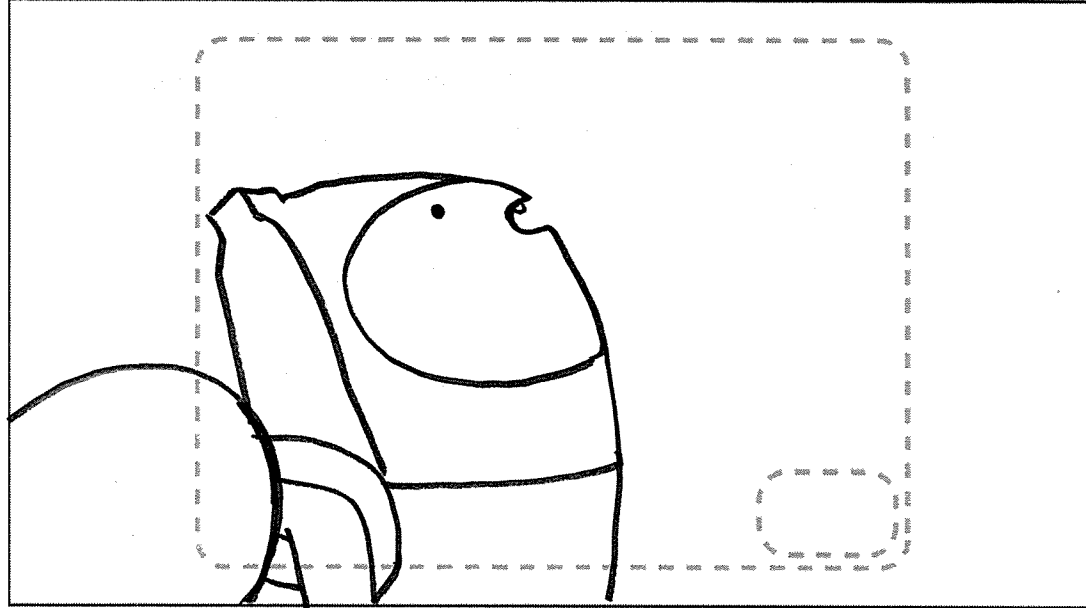
Page 108

Sc. 94

Pnl. A

Bg.

day night

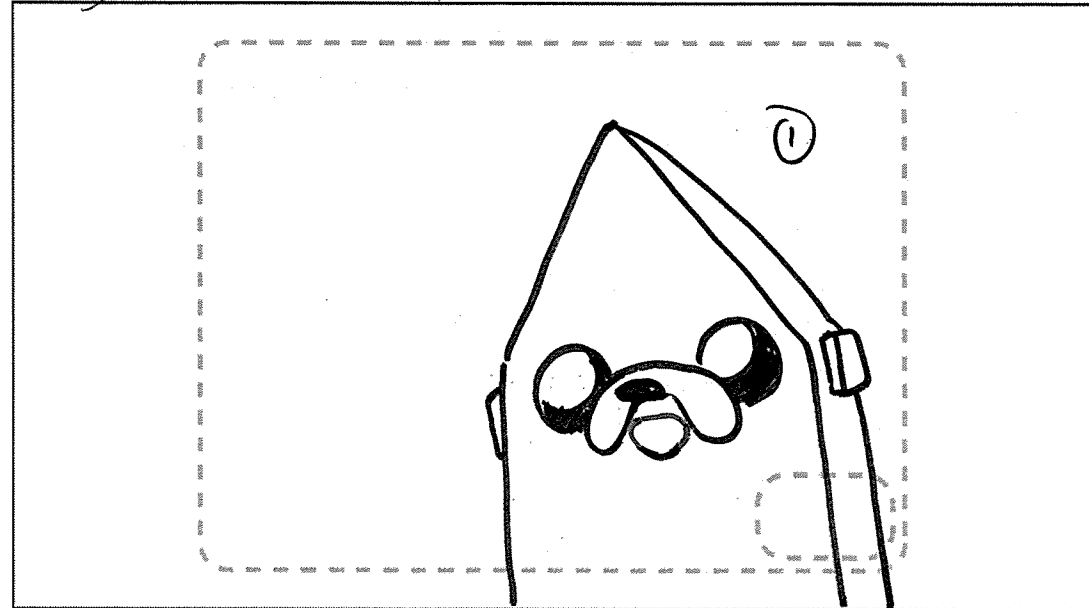


Sc. 95

Pnl. A

Bg.

day night



Dialog: (F) WRONG! You still have 2 left!

(J) 2 lefts make me right.

Action:

Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME

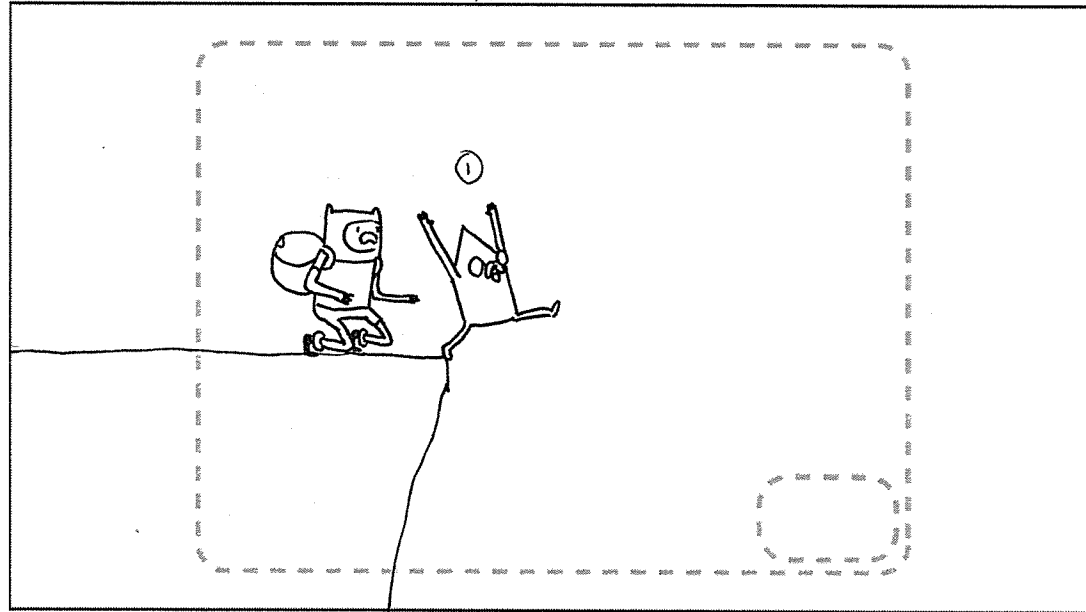


Sc. 96

Pnl. A

Bg.

day night



Dialog: ① See?

② Ahahaha!

Action:

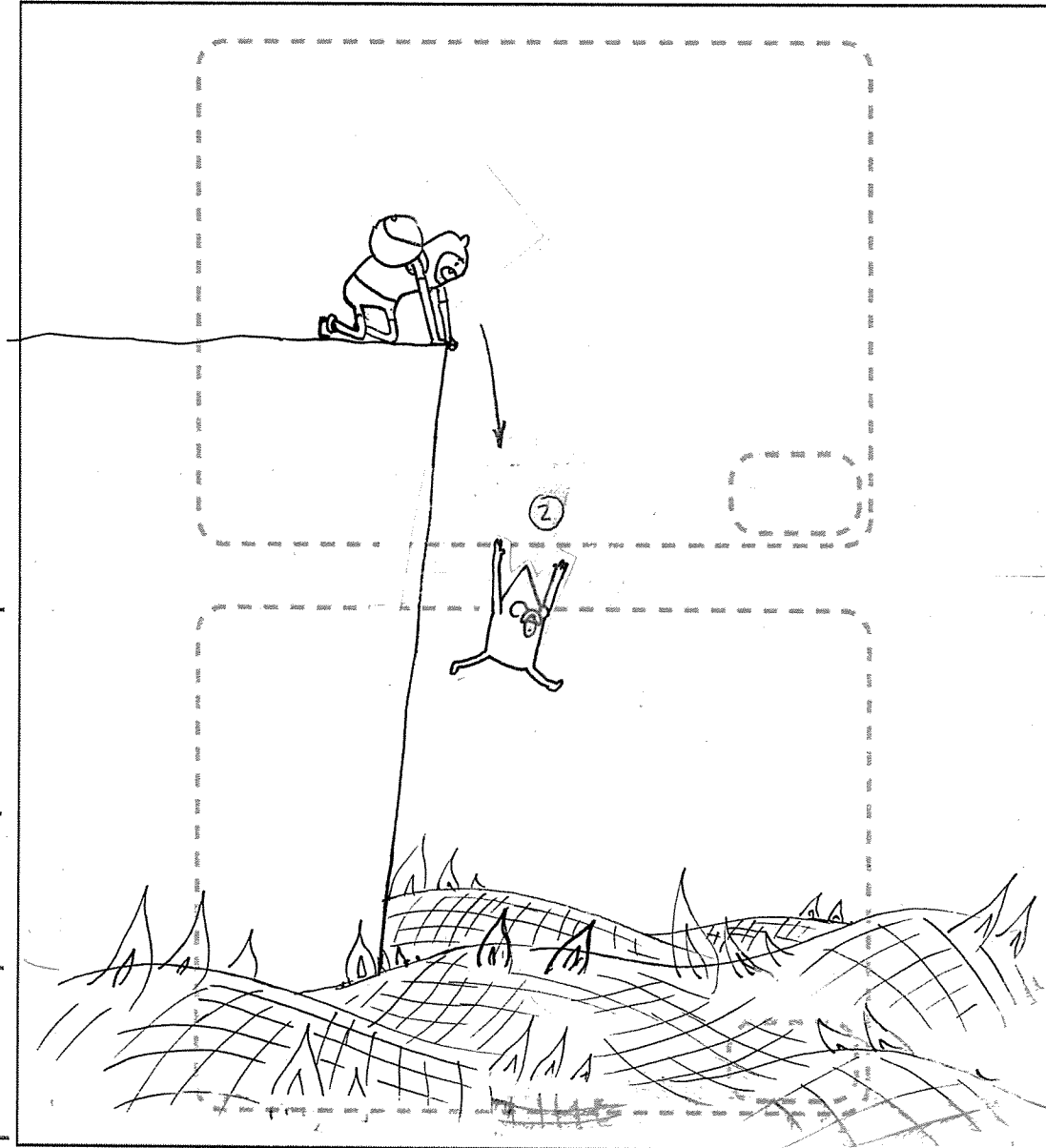
Timing:

Sc. 96

Pnl. B

Bg.

day night



EPISODE # 100242

Production :

# ADVENTURE TIME



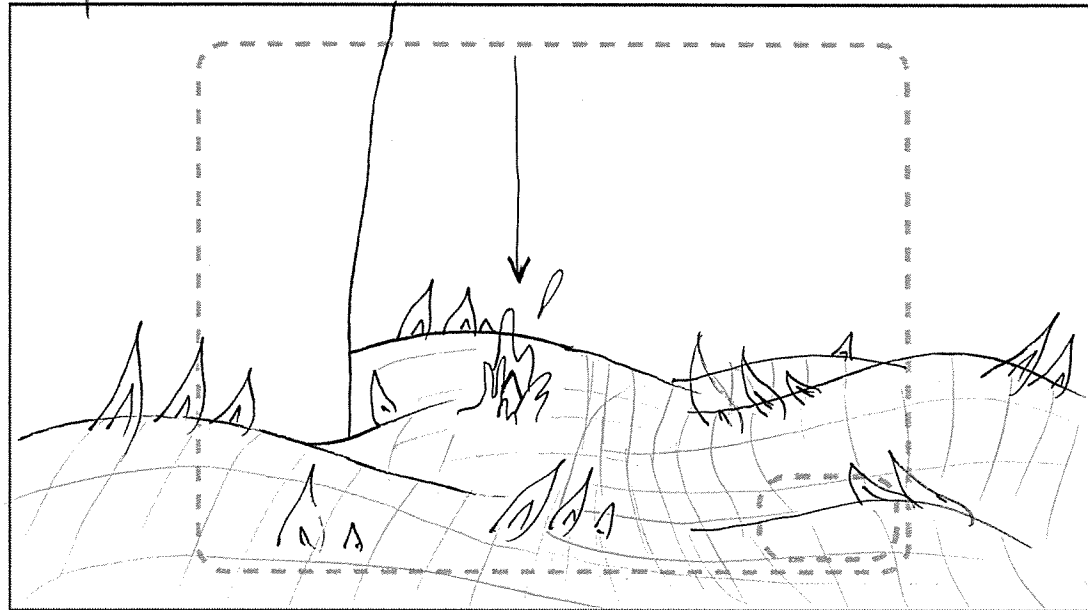
Page 110 → 112

Sc. 96

Pnl. C

Bg.

day night

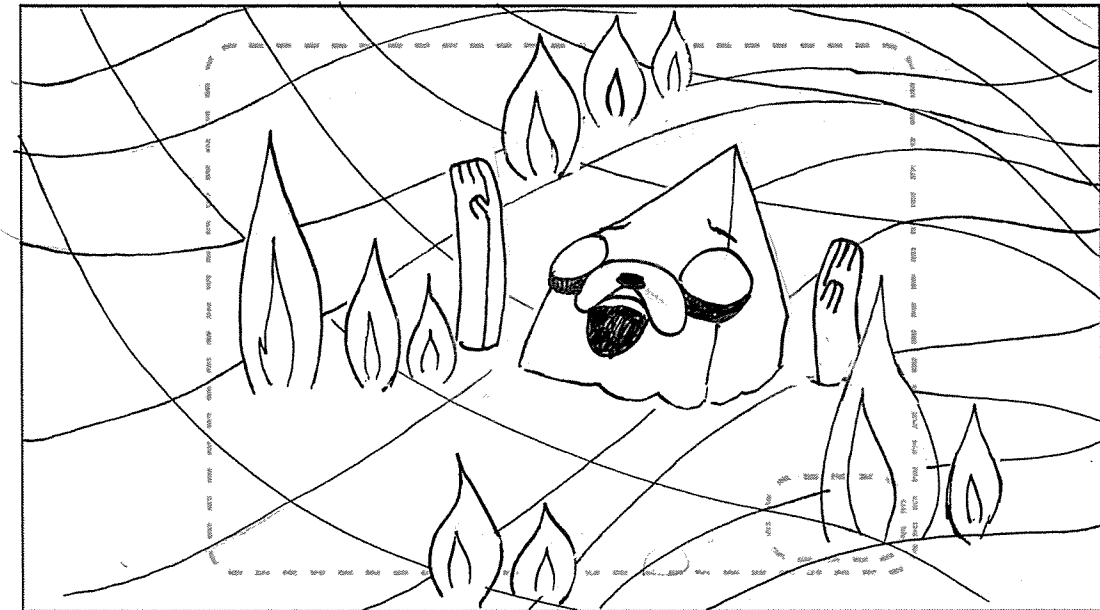


Sc. 97

Pnl. A

Bg.

day night



Dialog:

(<sup>astxt</sup> hissing, boiling sound as Jake falls into fire)

①

Aha! Ow! It burns! It BURNS!

Action:

Jake falls into the fire pit

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME



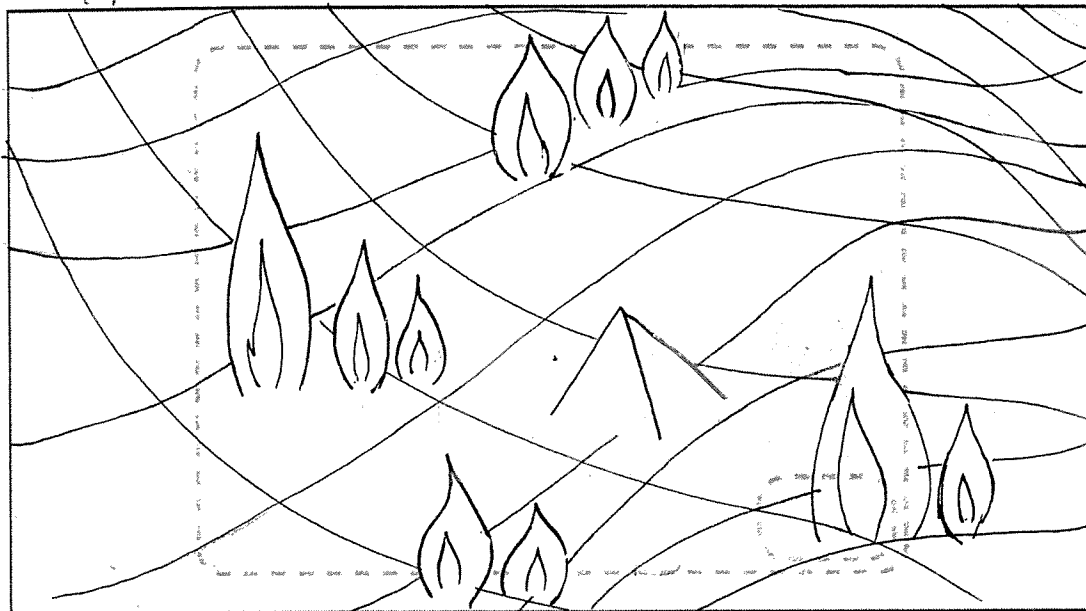
112

Sc. 97

Pril. D

Bg.

day night



Dialog:

Game \* Boo - boo - boop!  
Sfx

Action:

Jake life icon starts  
flashing

Timing:

10 0242

EPISODE #

Production :

ADVENTURE TIME

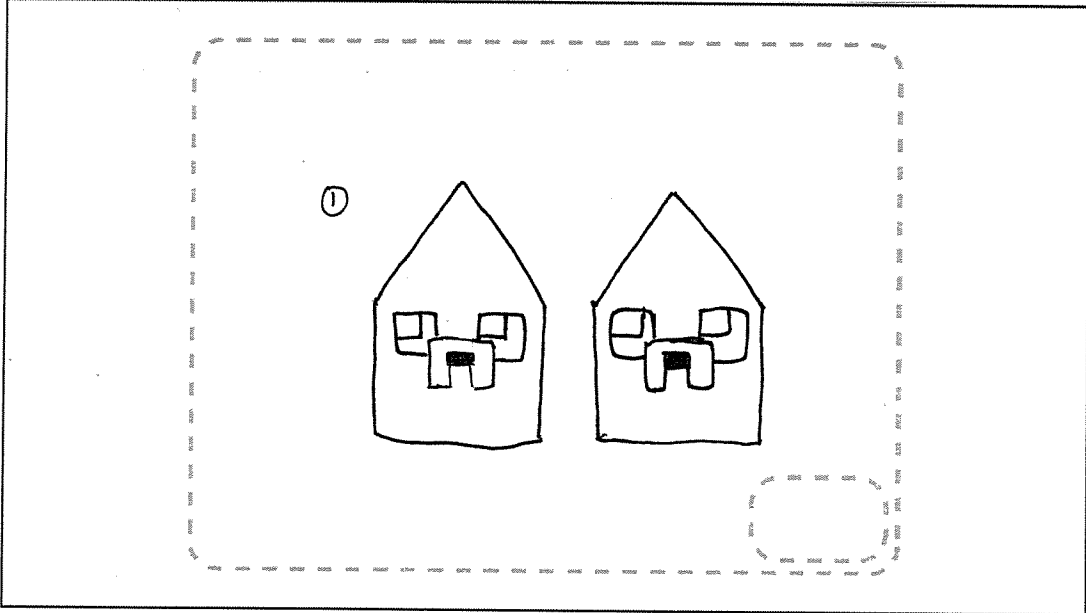


Sc. 99

Pnl. A

Bg.

day night

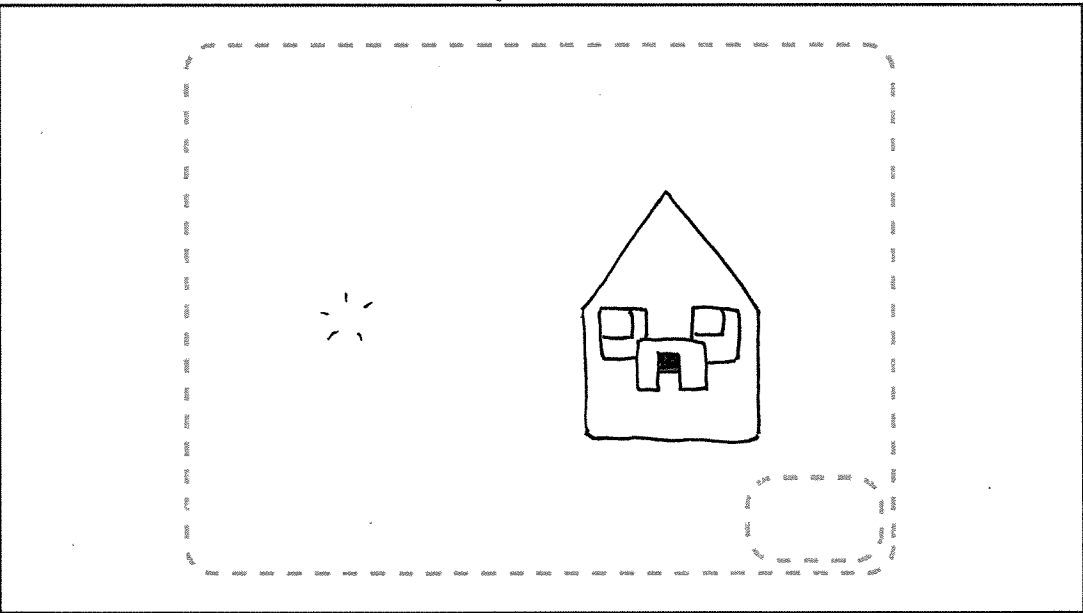


Sc. 99

Pnl. B

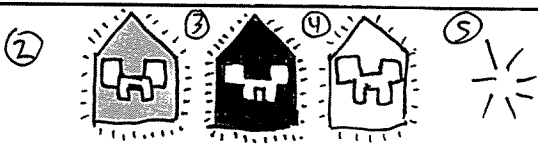
Bg.

day night



Dialog:

Action:



Jake's life  
strokes,  
then disappears

Timing:

EPISODE # 100242  
Production :



# ADVENTURE TIME

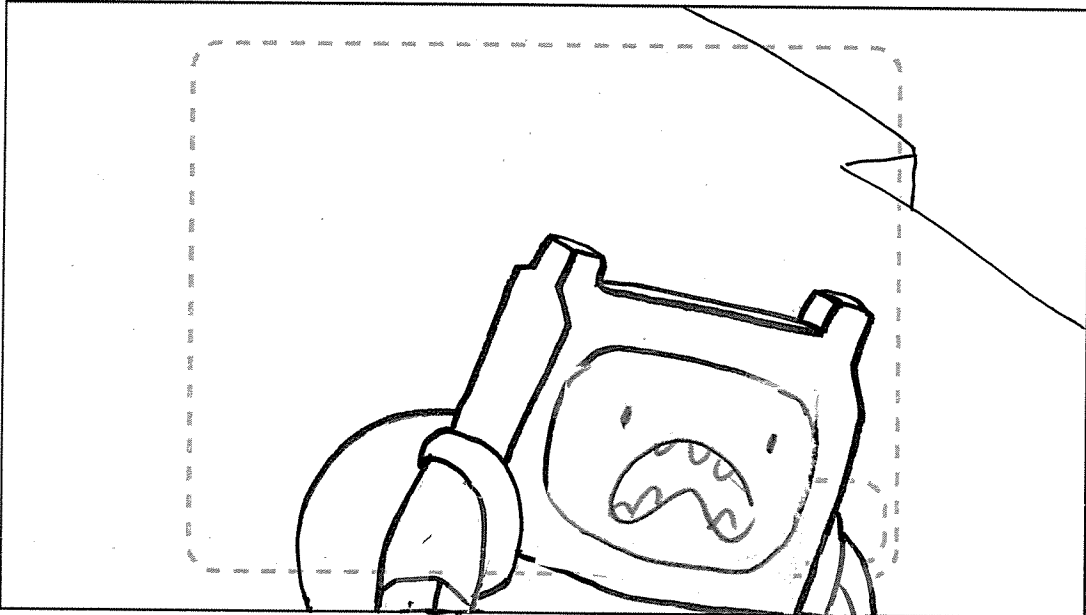


Sc. 100

Pnl. A

Bg.

day night

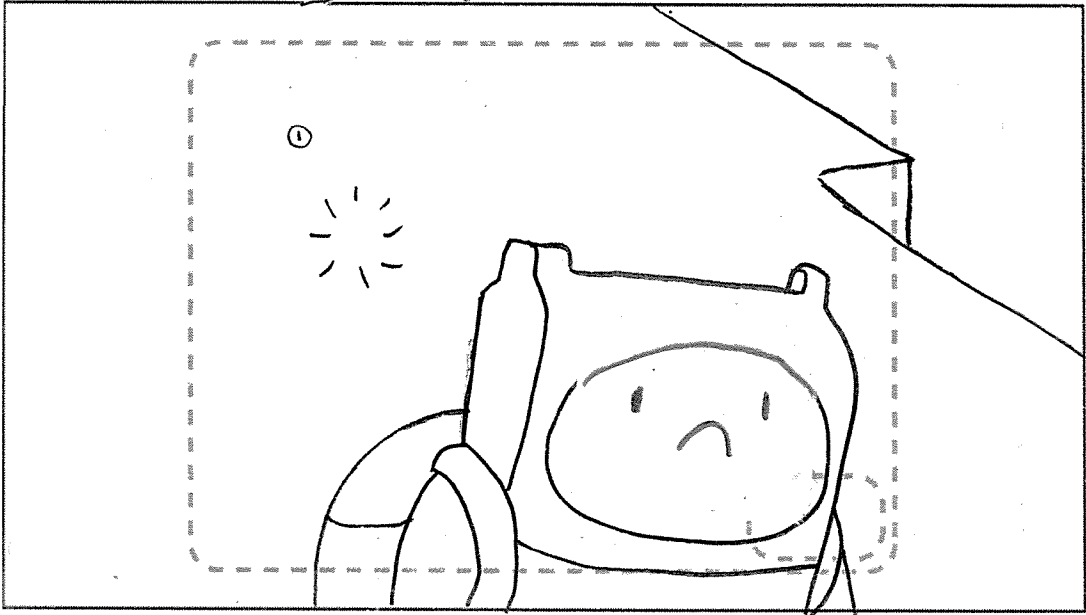


Sc. 100

Pnl. B

Bg.

day night



Dialog:

(F) JAKE !

Action:

Timing:

100242

EPISODE #

Production :

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ADVENTURE TIME



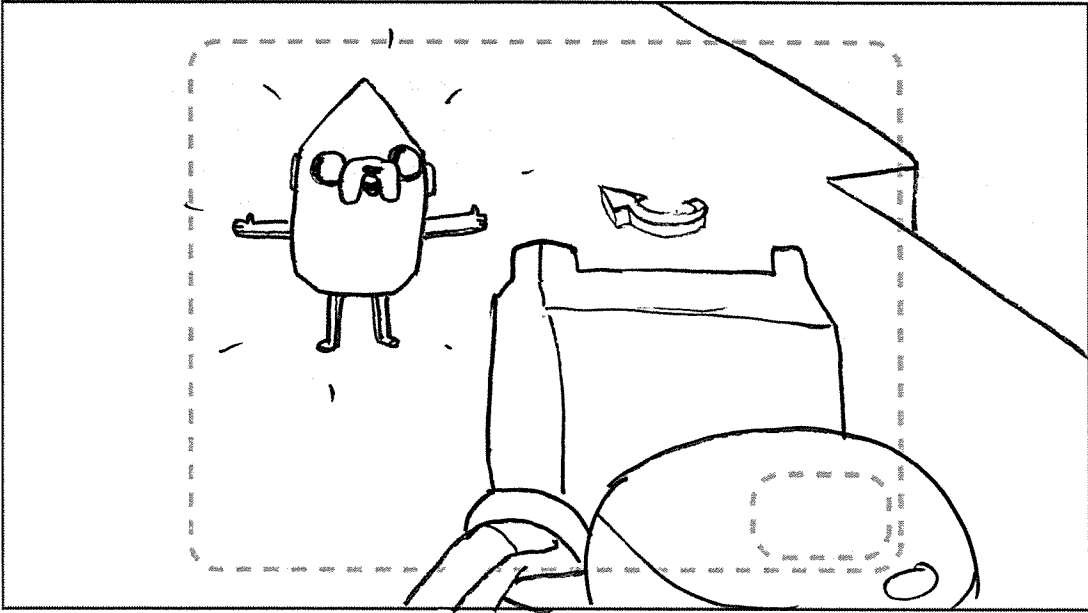
next sc.  
is 103

Sc. 100

Pnl. B

Bg.

day night

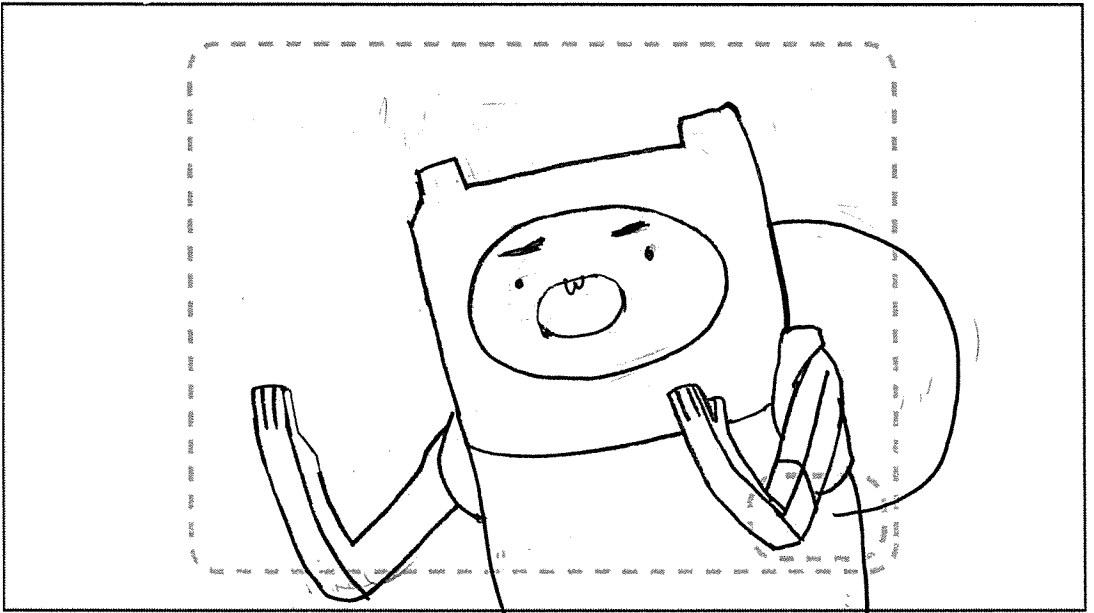


Sc. 101

Pnl. A

Bg.

day night



Dialog:

① DOOT-DOODOO!  
(Game starting sound)

② Dude! You just blew  
two out of your 3 lives!

Action:

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 116

Sc. 103 <sup>Last sc. is 101</sup>

Pnl. A

Bg.

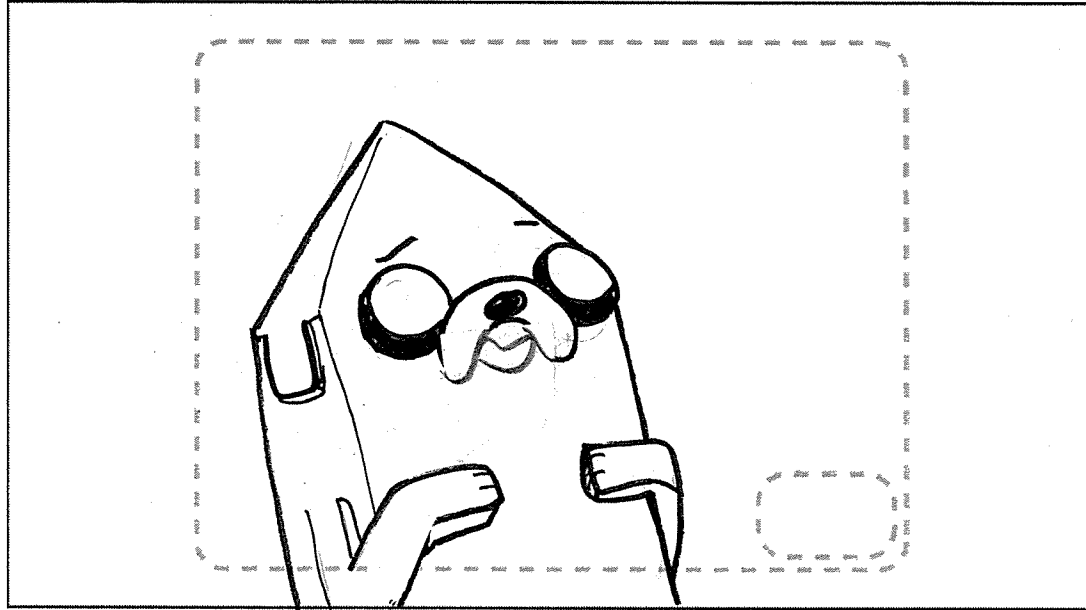
day night

Sc. 104

Pnl. A

Bg.

day night



Dialog: ① Take it easy man!

Action:

Timing:

① IT'S JUST A Game!

EPISODE #

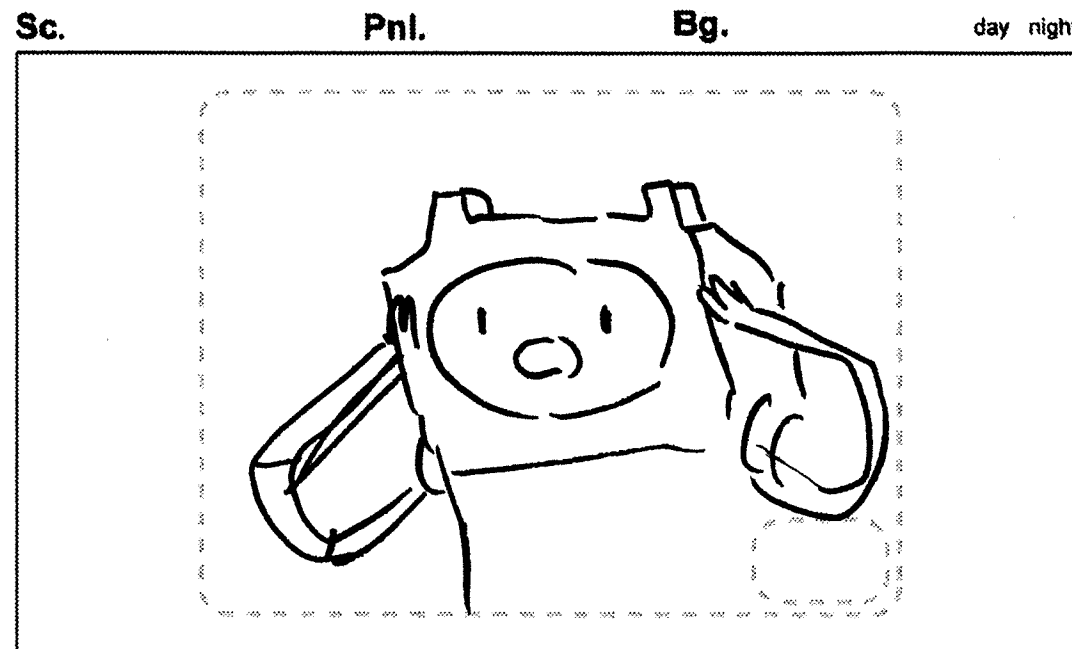
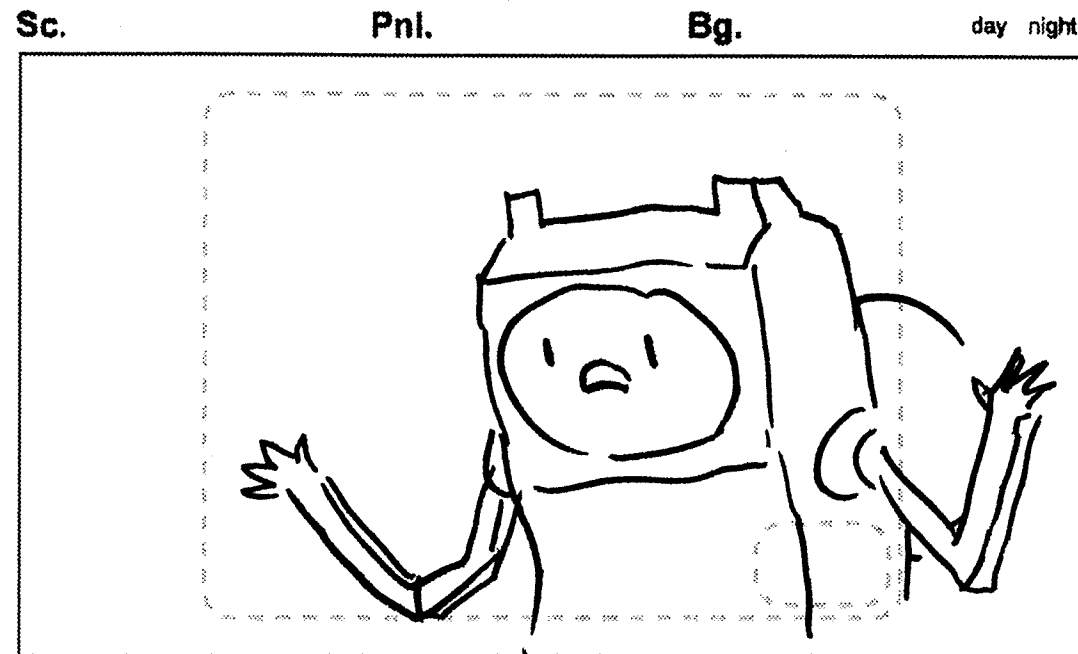
100242

Production :

# ADVENTURE TIME



Page 117



Dialog:

(F:) No man- you  
don't know what  
could happen!

Action:

Timing:

(F:) what if losing  
all your lives in  
here makes you die  
in real life.

100242

EPISODE #

Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	(F:) OR WORSE!		(J) Aw ... you're right.	
Action:				
Timing:				

EPISODE # 100242  
Production :

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# ADVENTURE TIME



Page 118

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	
	<p>(J:) that makes me wanna just sit here and feel bad.</p>
Action:	
Timing:	
	<p>(F:) NO WAY MAN - WE'RE GONNA CROSS THAT HOLE -</p>

100242

EPISODE #

Production :

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) And we're gonna do it	(F:) C'MON!
Action:	with	
Timing:	REAL WORLD GRIT	

EPISODE # 100242  
Production :

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# ADVENTURE TIME



Page 119

Sc.

Pnl.

Bg.

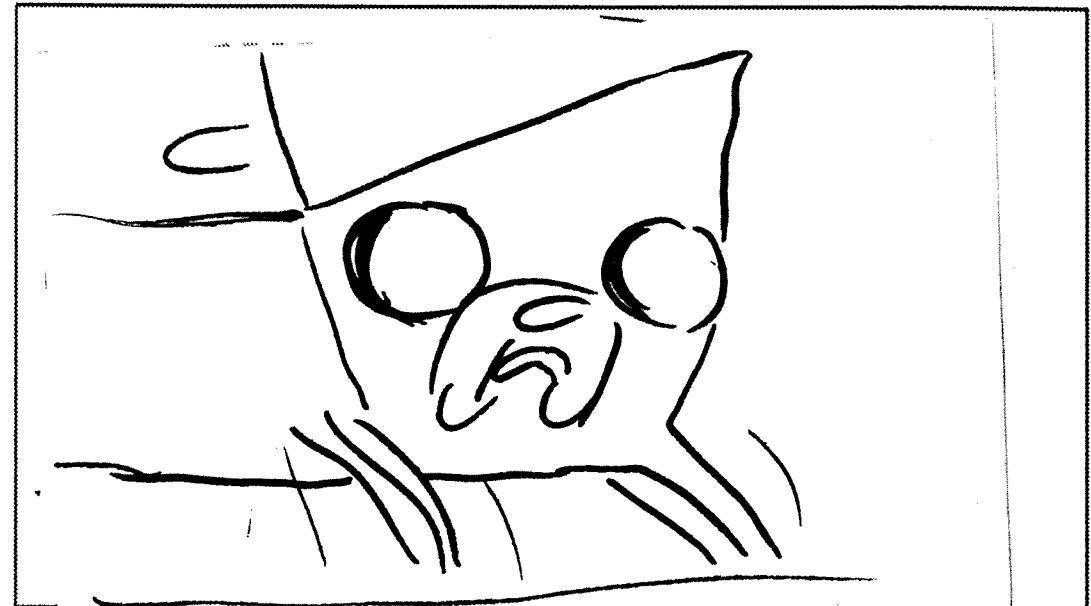
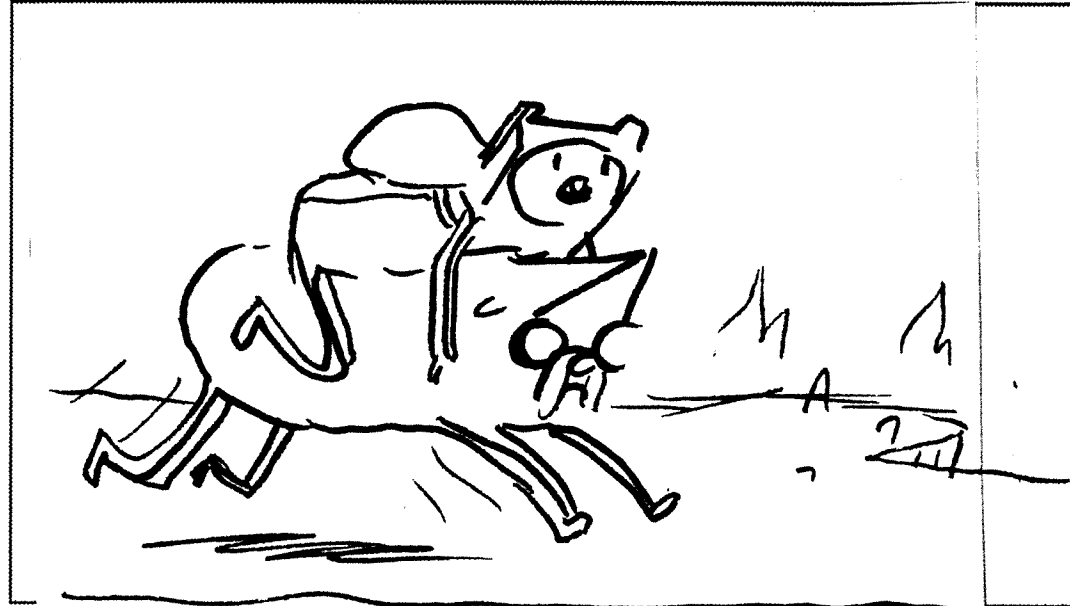
day night

Sc.

Pnl.

Bg.

day night



D

(F:) FASTER JAKE

A

(F) get ready to stretch it!

Timing:

EPISODE # 100242

Production :



# ADVENTURE TIME



Page 119A

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night				
										Dialog			
										Action:			
										Timing:			

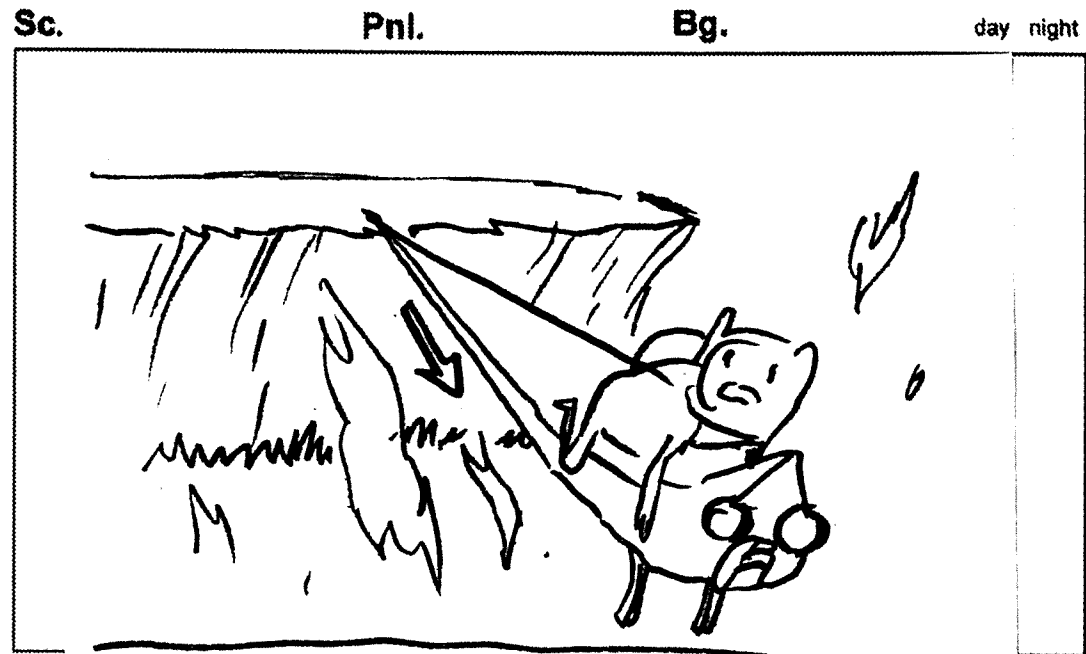
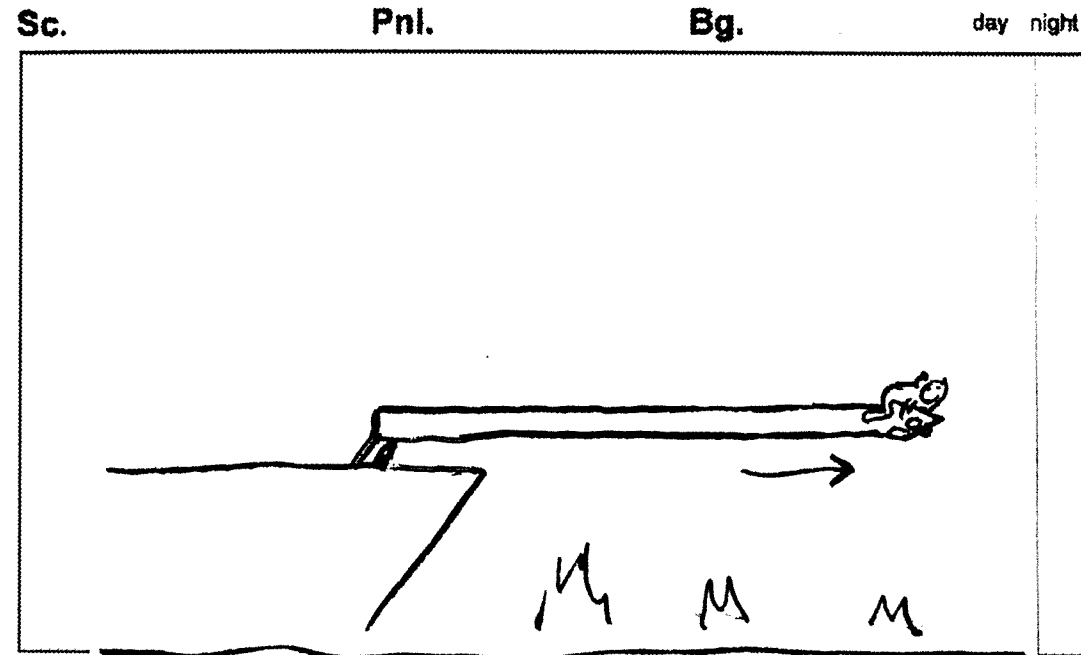
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Production : 10 02 42 EPISODE #

# ADVENTURE TIME



Page 120



Dialog

Action

Timing:

(F:) Watch out Jake!

100242

EPISODE #

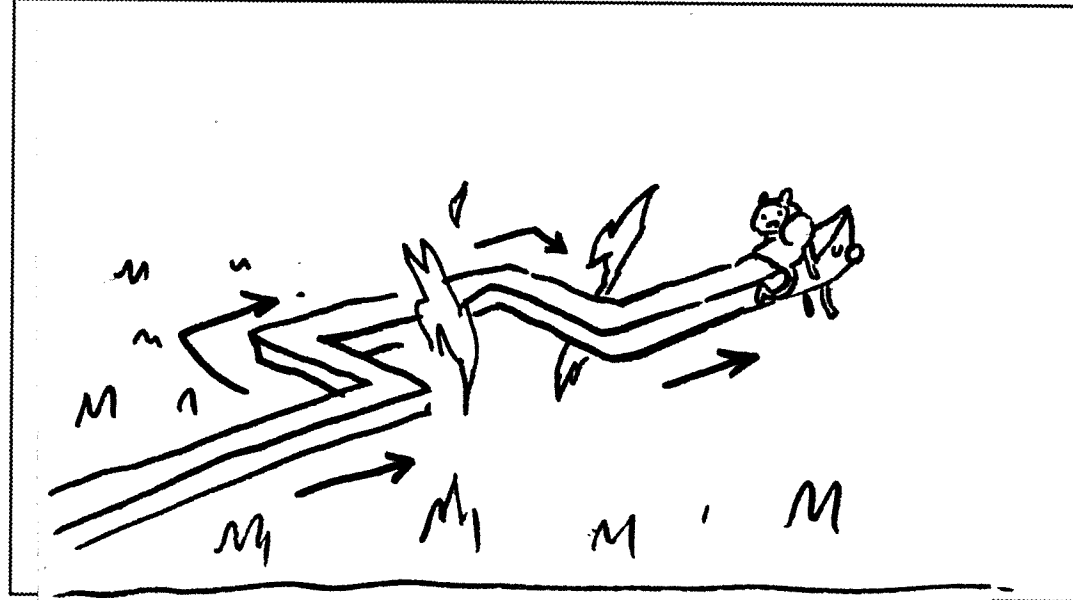
Production :

# ADVENTURE TIME

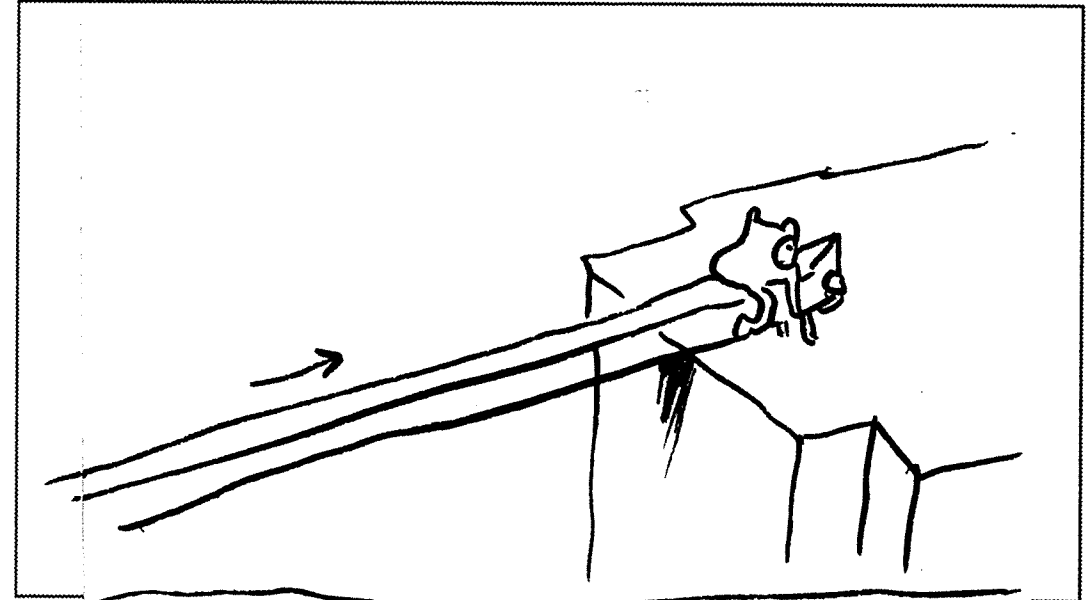


Page 120A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



D	A	

Timing:

100242

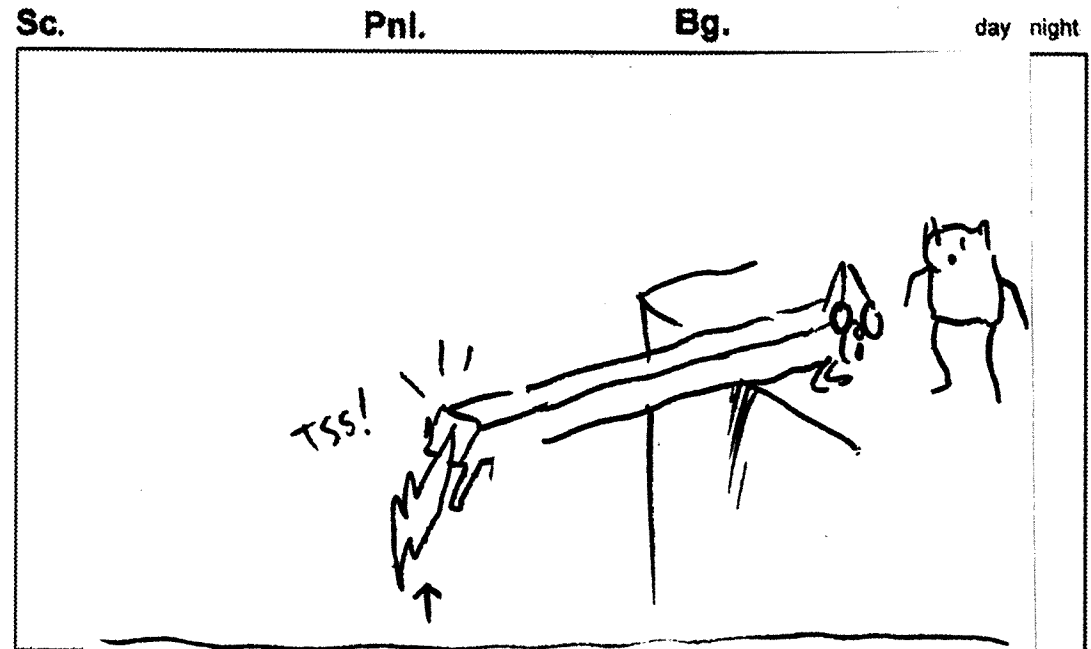
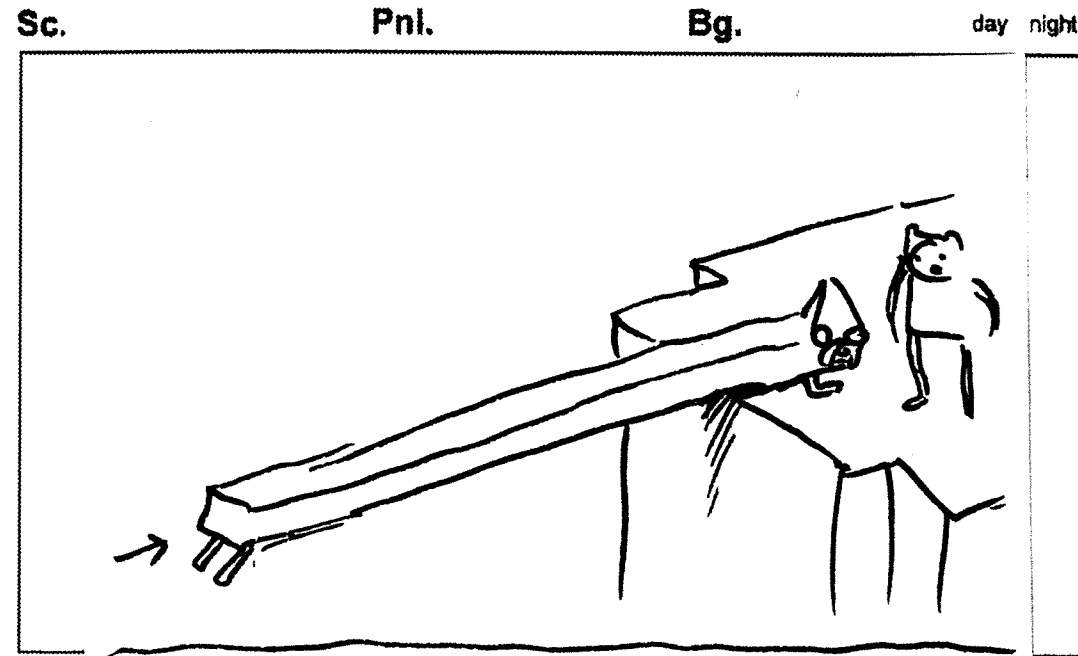
EPISODE #

Production :

# ADVENTURE TIME



Page **121**



Dialo

(F:) c'mon Jake - Almost there!

Action

(J:) WHEW!

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 121A → 129

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog
Action

Timing:
---------

EPISODE # 100242

Production :

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# ADVENTURE TIME

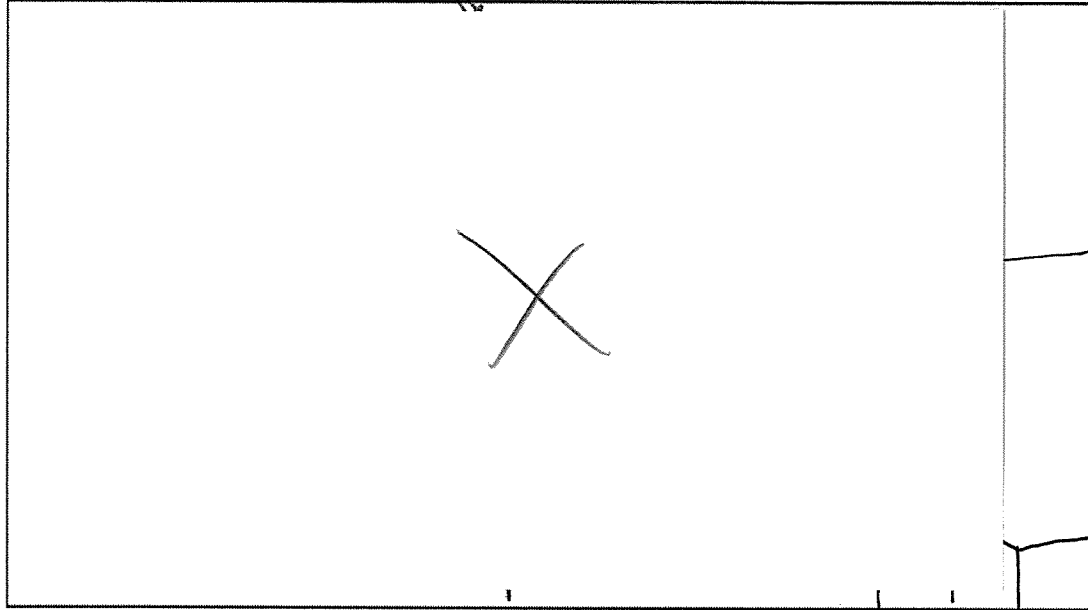


Sc. 115

Jake in  
Pnl. C

Bg.

day night

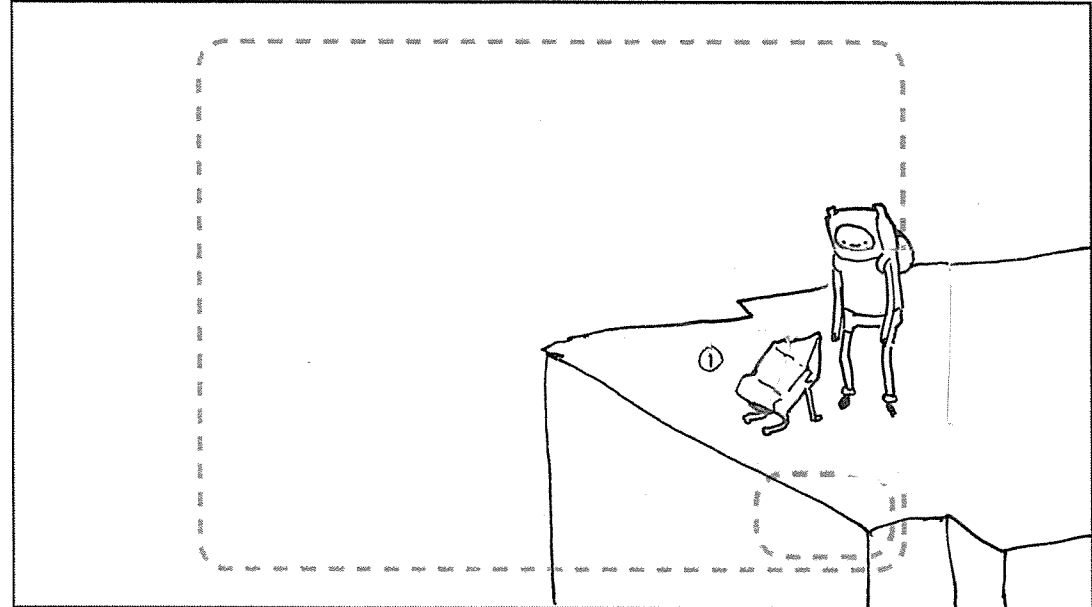


Sc. 115

Pnl. D

Bg.

day night



Dialc

Actic

Timi

face down

Jake  
stands up

EPISODE #  
100242

Production :

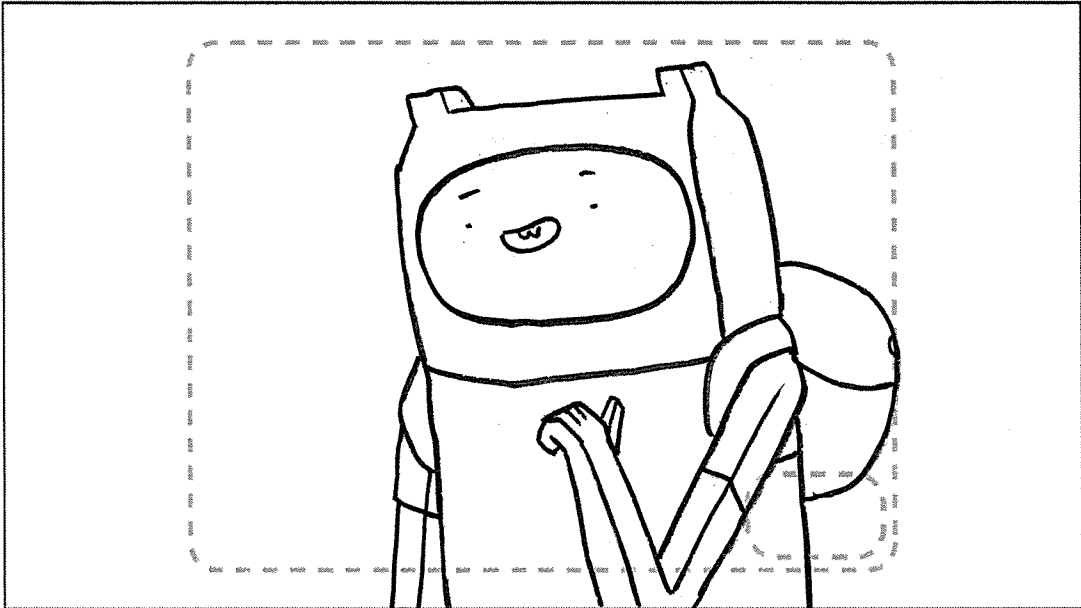
ADVENTURE TIME



Sc. 116 Pnl. A Bg. day night



Sc. 117 Pnl. A Bg. day night



Dialog:	① Whew! that was prettty intense, dude.	② We're pretty intense dudes!
Action:		
Timing:		

EPISODE # 100242  
Production :

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# ADVENTURE TIME



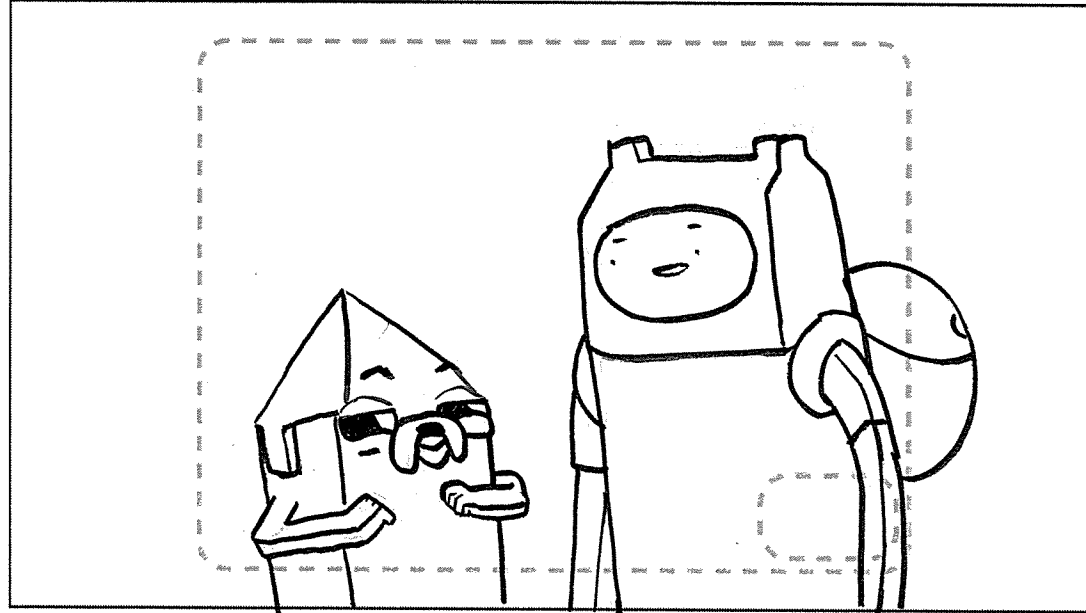
Page 131

Sc. 118

Pnl. A

Bg.

day night

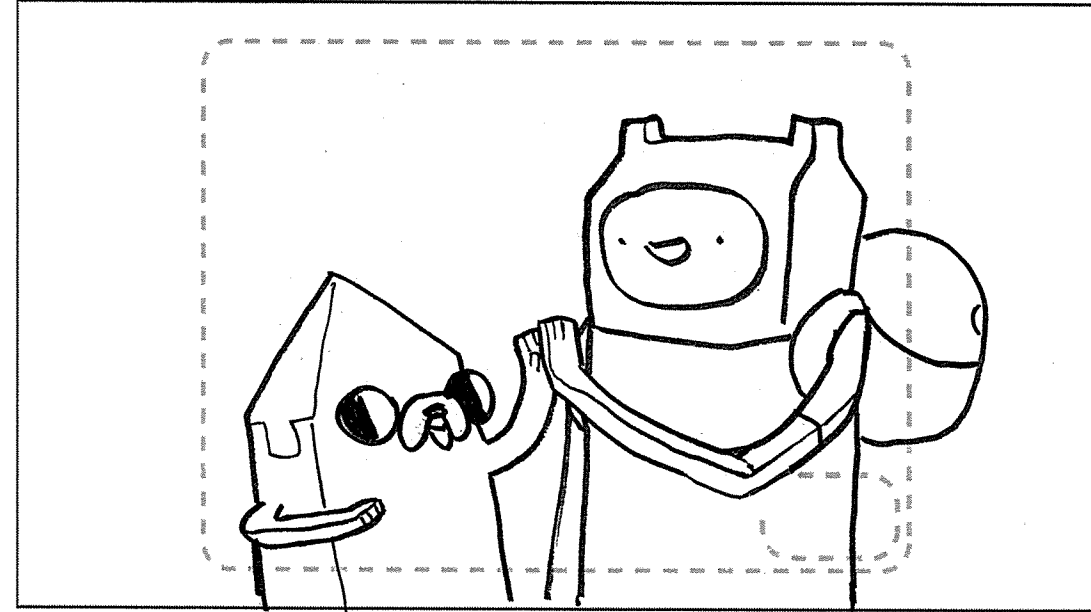


Sc. 118

Pnl. B

Bg.

day night



Dialog:

① we're Handsome intense dudes!

① yeah!  
② hah!

Action:

Timing:

100242

EPISODE #

Production :



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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<p>ⓕ man, this game's gonna be a sitch! In the BAG!</p>
Action:	
Timing	

EPISODE # 100242

Production :

ADVENTURE TIME

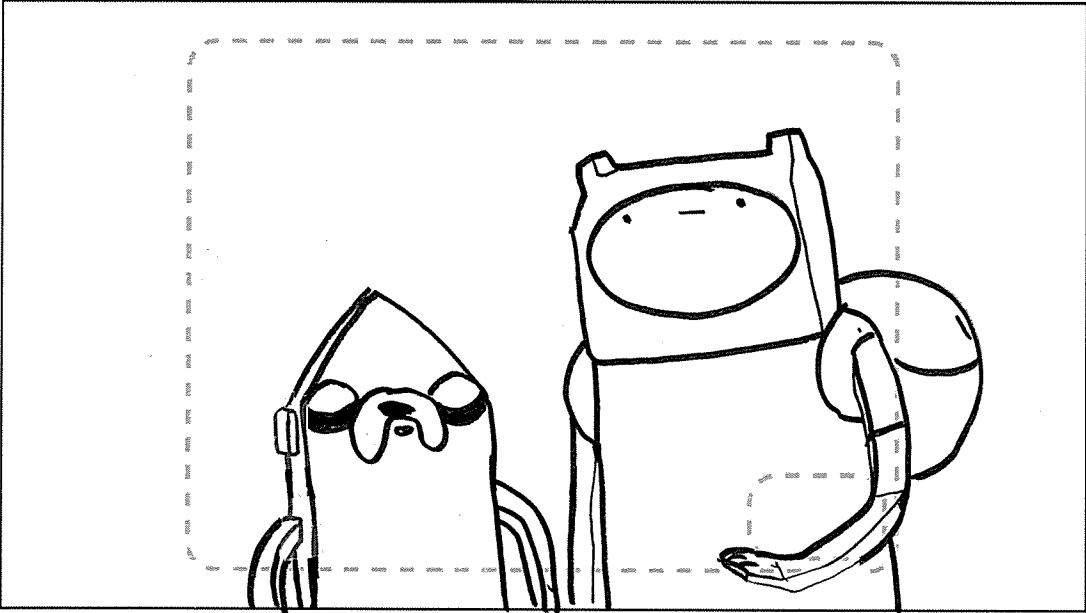


Sc. 118

Pnl. C

Bg.

day night

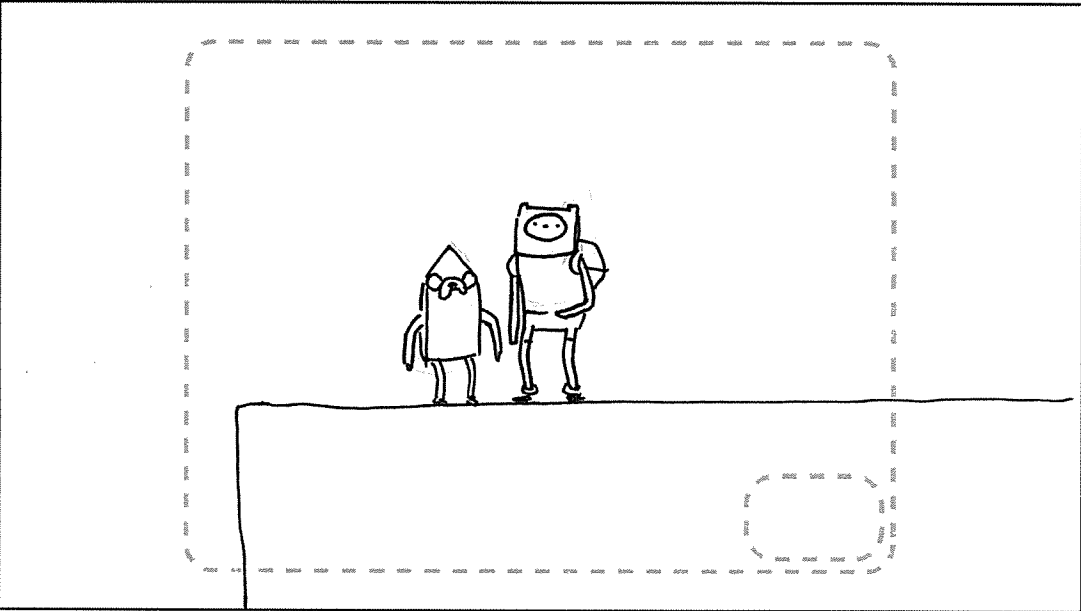


Sc. 119

Pnl. A

Bg.

day night



Dialog:

(OS)  
Busy  
Bee

Bzzzzzz ZZZZ

5 What's that sound?

Action:

Timing:

100242

EPISODE #

Production :

## ADVENTURE TIME

Page 133

Sc. 119

Pnl. 13

**Bg.**

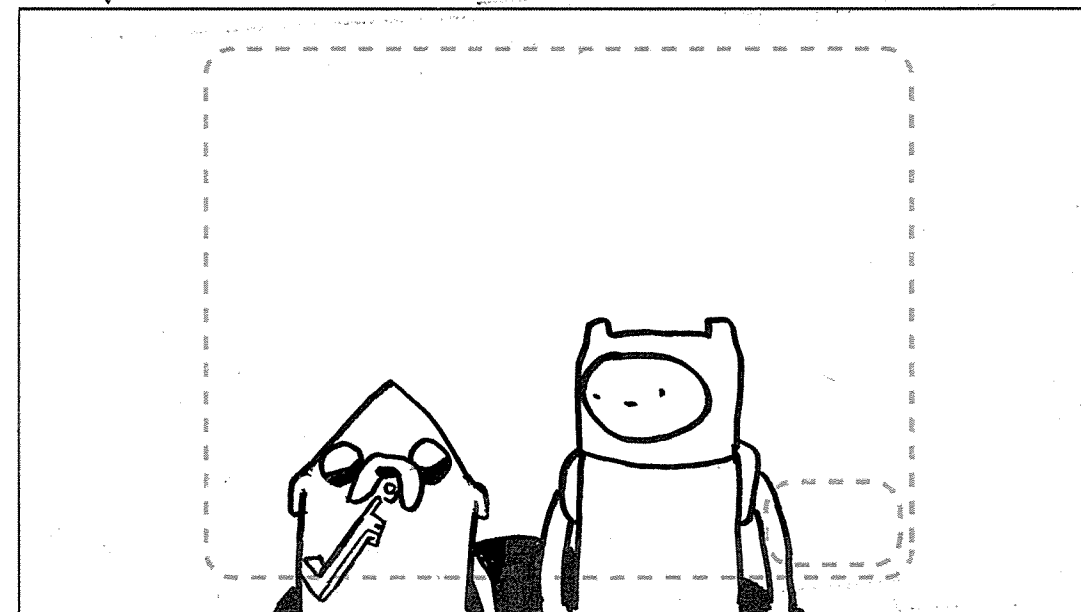
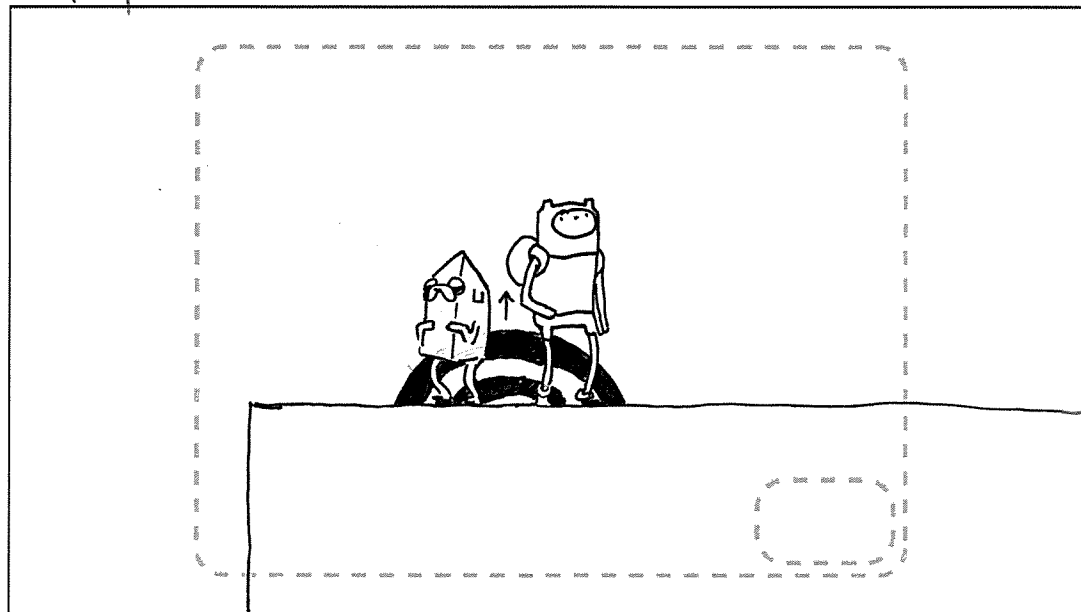
day night

Sc. 120

Pnl. A

**Bg.**

day night



**Dialog:** (05)

Bouncy  
Bee  
(cont.)

BZZZZZZ

**Action:**

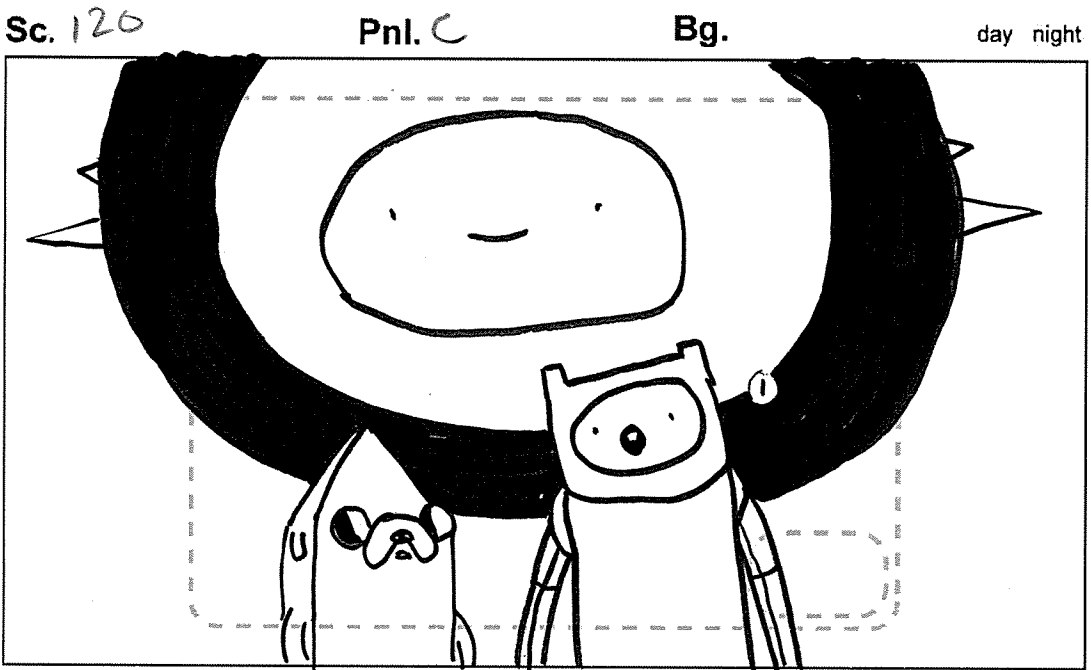
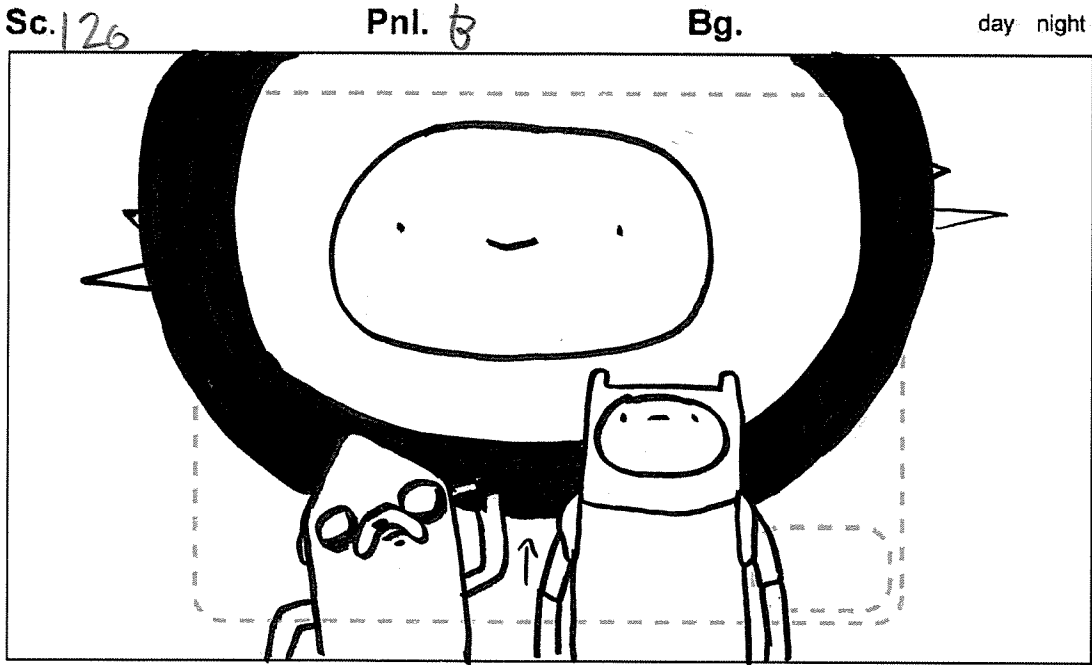
**Timing:**

10242

**EPISODE #**

Production :

ADVENTURE TIME



Dialog:	<p>BB cont BZZZZ → (F) ① sounds like: "BUZZZZ!" ② (BB stops buzzing)</p>
Action:	<p>②</p>
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



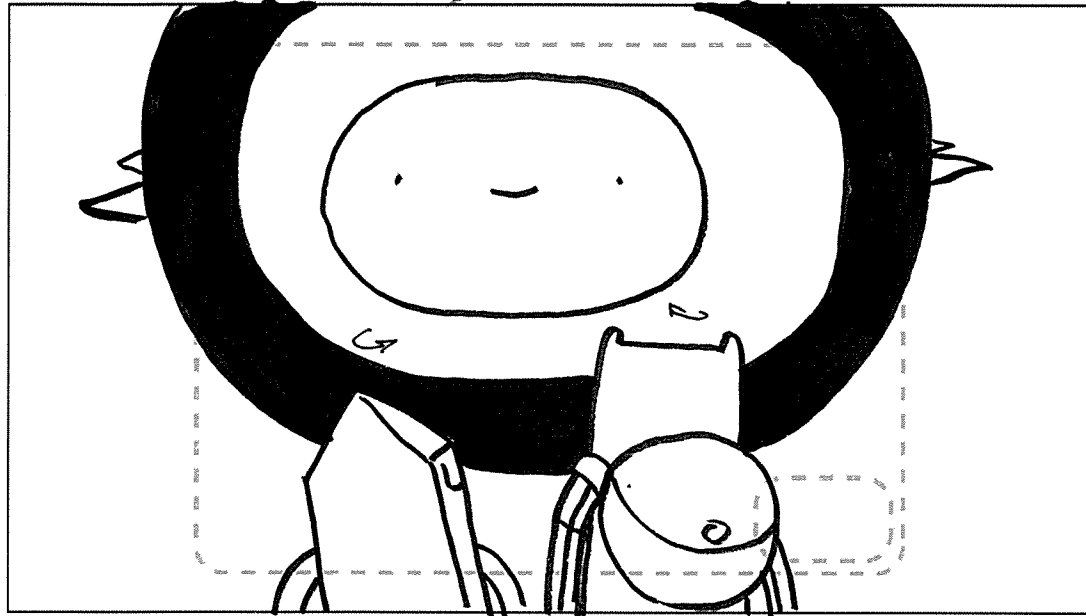
Page 135

Sc. 120

Pnl. D

Bg.

day night

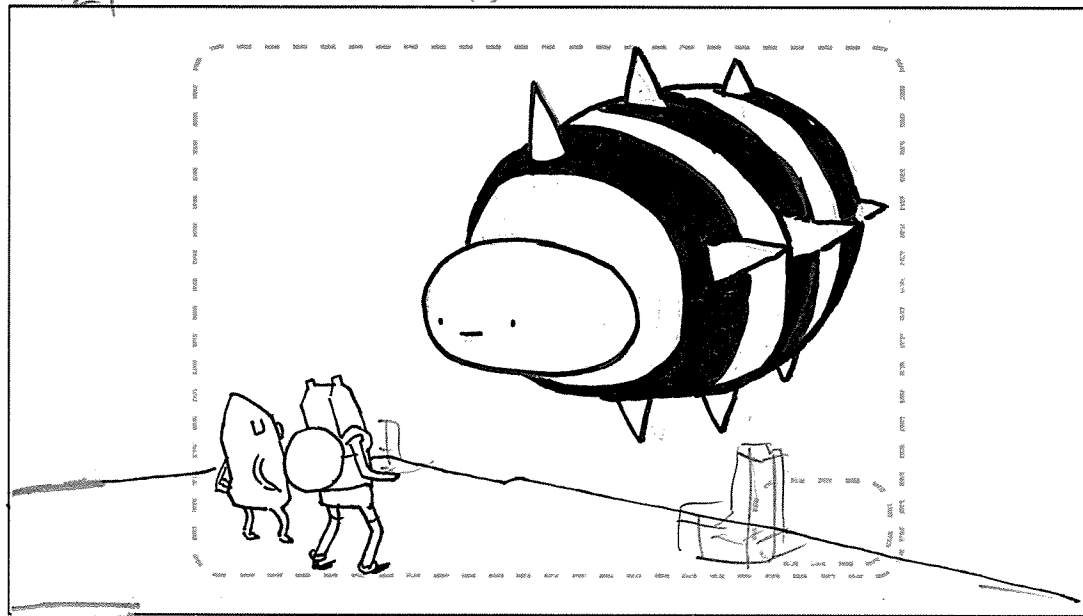


Sc. 121

Pnl. A

Bg.

day night



Dialog:

(F8J) bouncy Bee!

(BB) BZZZZ!

Action:

Timing:

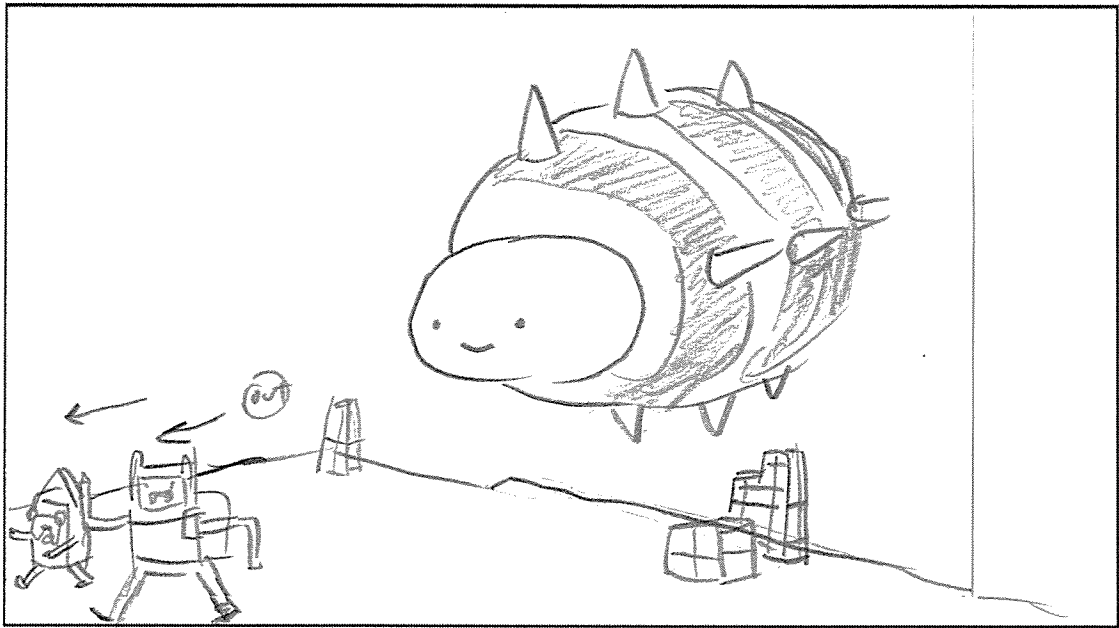
EPISODE #

Production :

ADVENTURE TIME



Sc. 121 Pnl. B Bg. day night Sc. Pnl. Bg. day night



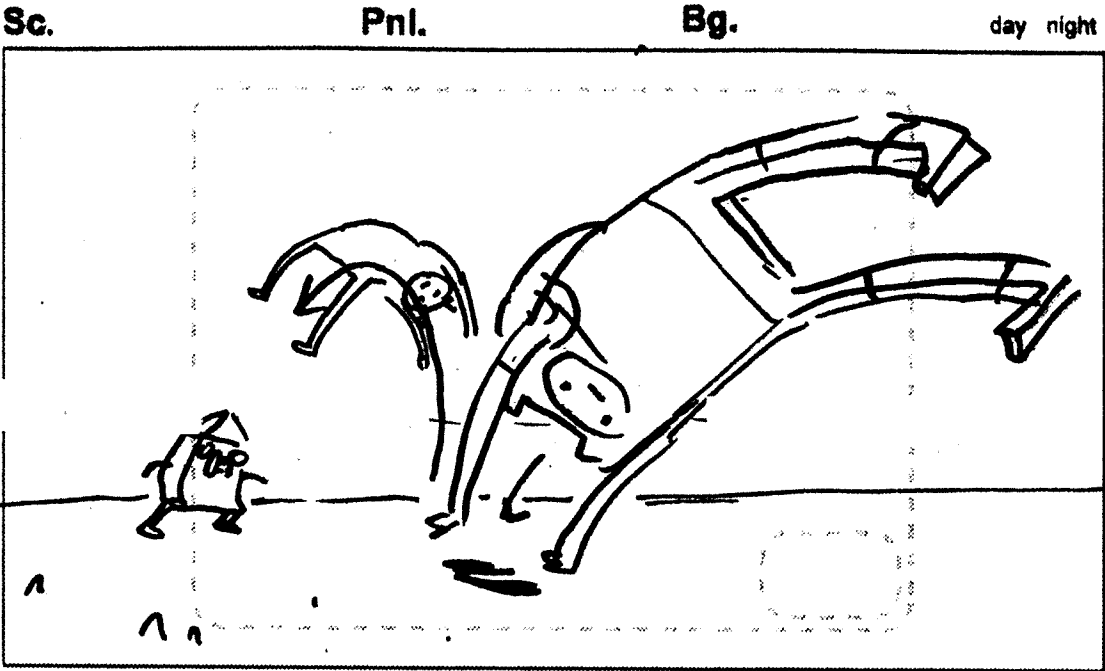
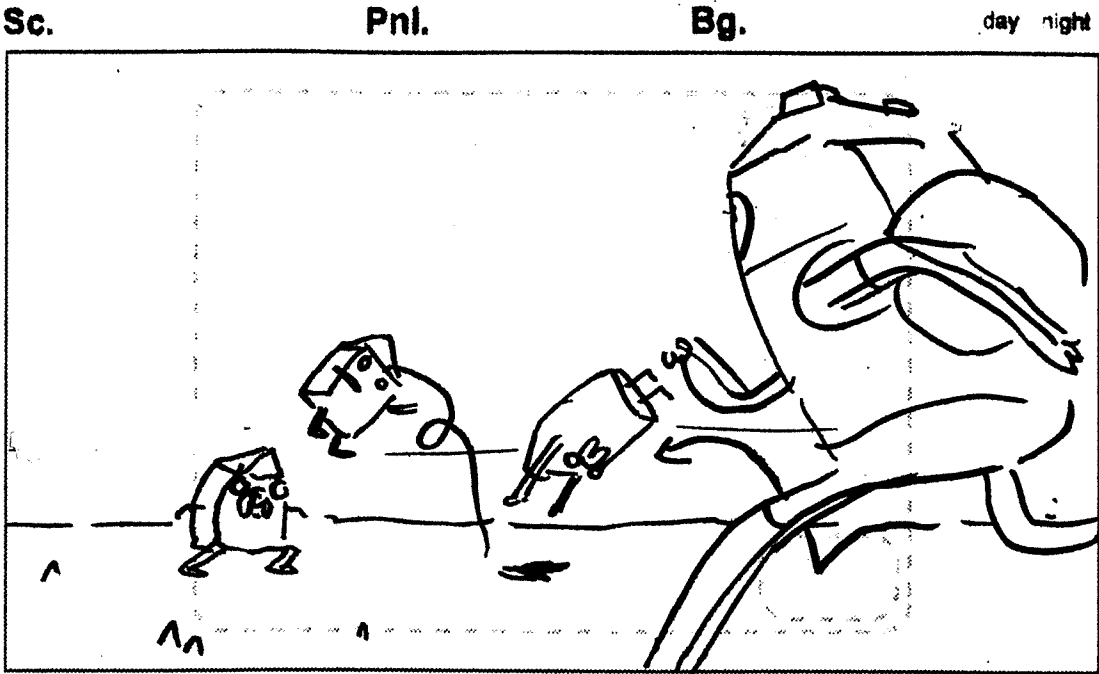
Dialog:
F+ J: woh!!
Action:
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

100242  
EPISODE #  
Production :

# ADVENTURE TIME



Page 137A

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dis</p>					<p>(F) HIY-YA</p>				
<p>Act</p>									
<p>Timing:</p>									

EPISODE # 100242

Production :



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ADVENTURE TIME



Page 137B<sub>2</sub>

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

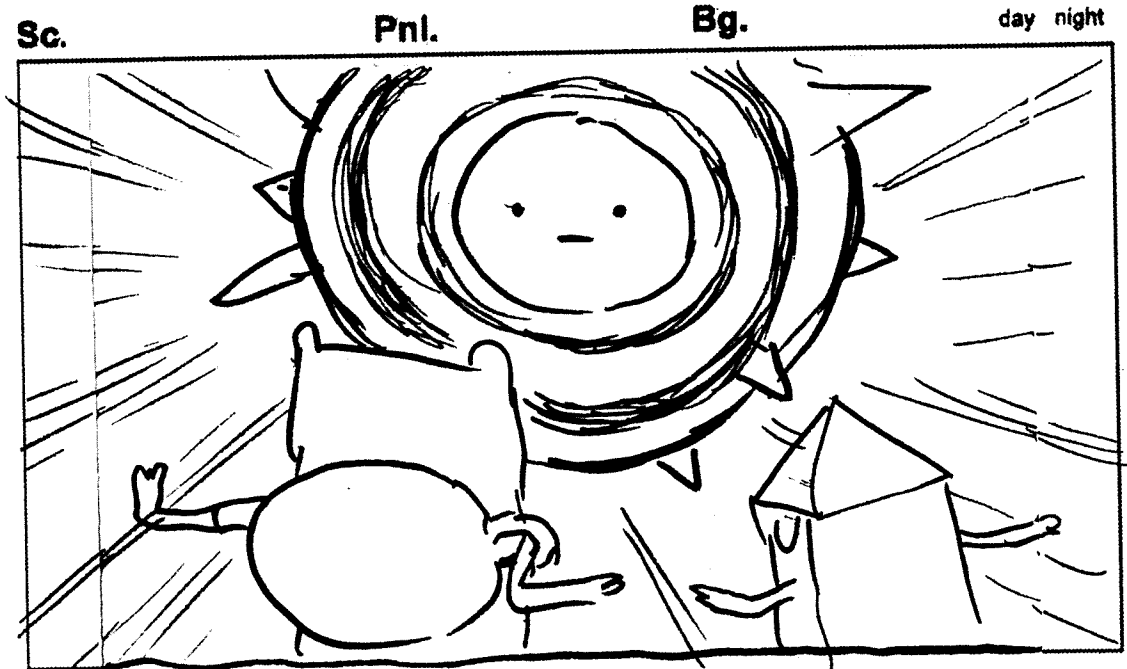
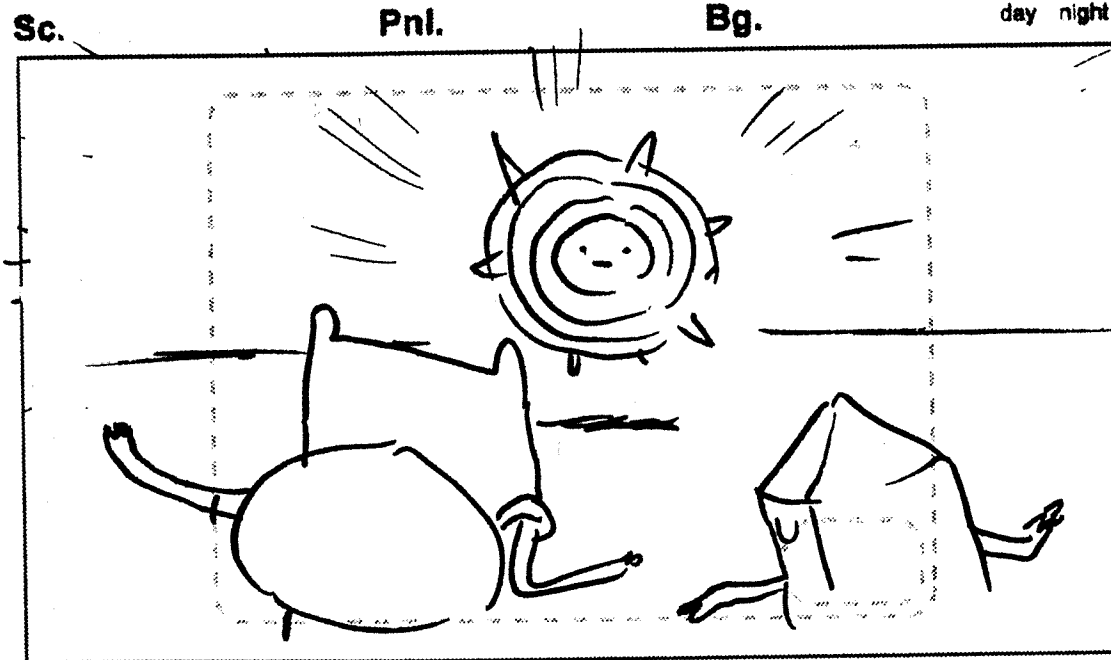
Dialog:	(F:) HO!	(F:) YEEAH!
Action:		
Timing:		

100242  
EPISODE #  
Production :

# ADVENTURE TIME



Page 137c



Dialog:

Action:

Timing:

100242

EPISODE #

Production :

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# ADVENTURE TIME



Page 137D

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

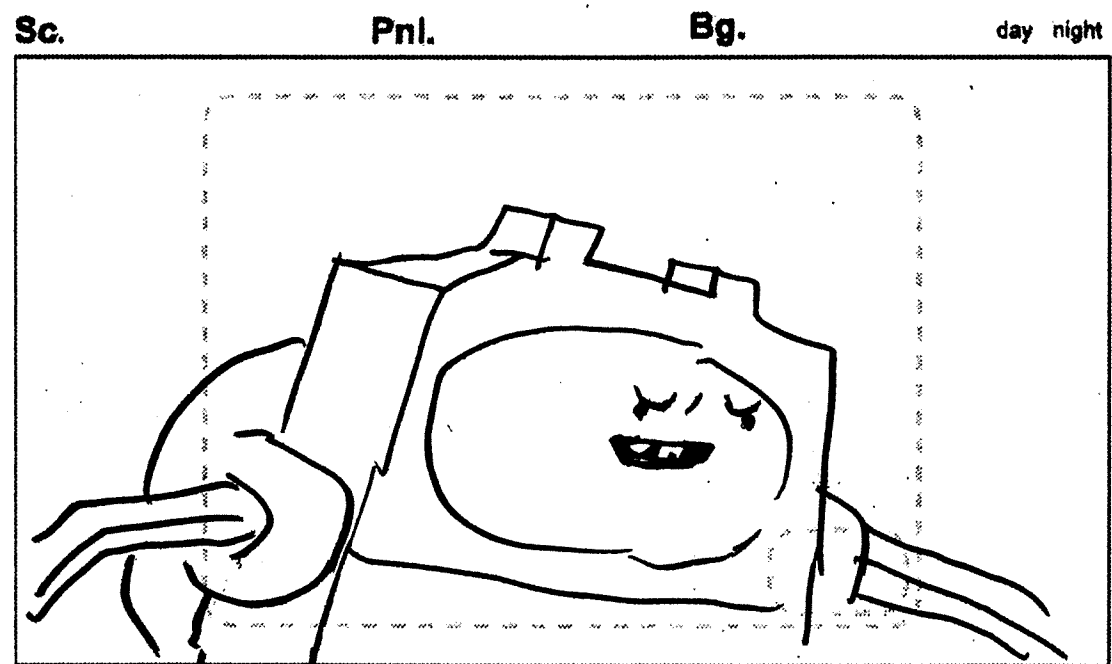
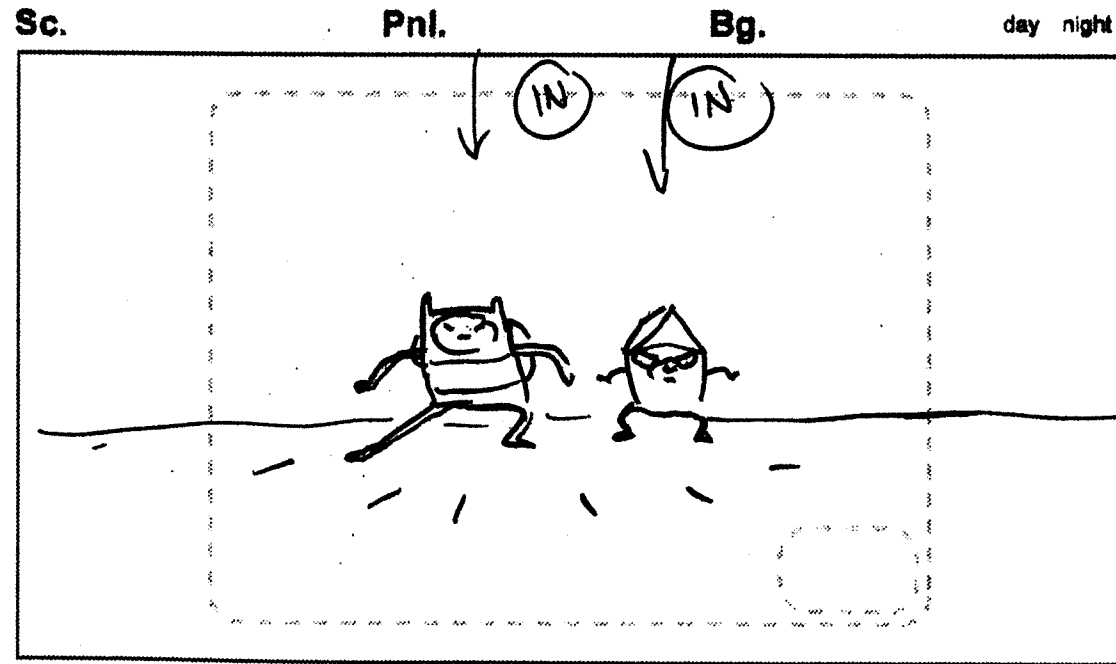
Dialog:
<p>(F+J): HUP!</p>
Action:
Timing:

EPISODE # 100242  
Production :

# ADVENTURE TIME



Page 137E



Dialog:

(F:) You ready to flippin' bro this guy up Jake?

Action:

Timing:

100242

EPISODE #

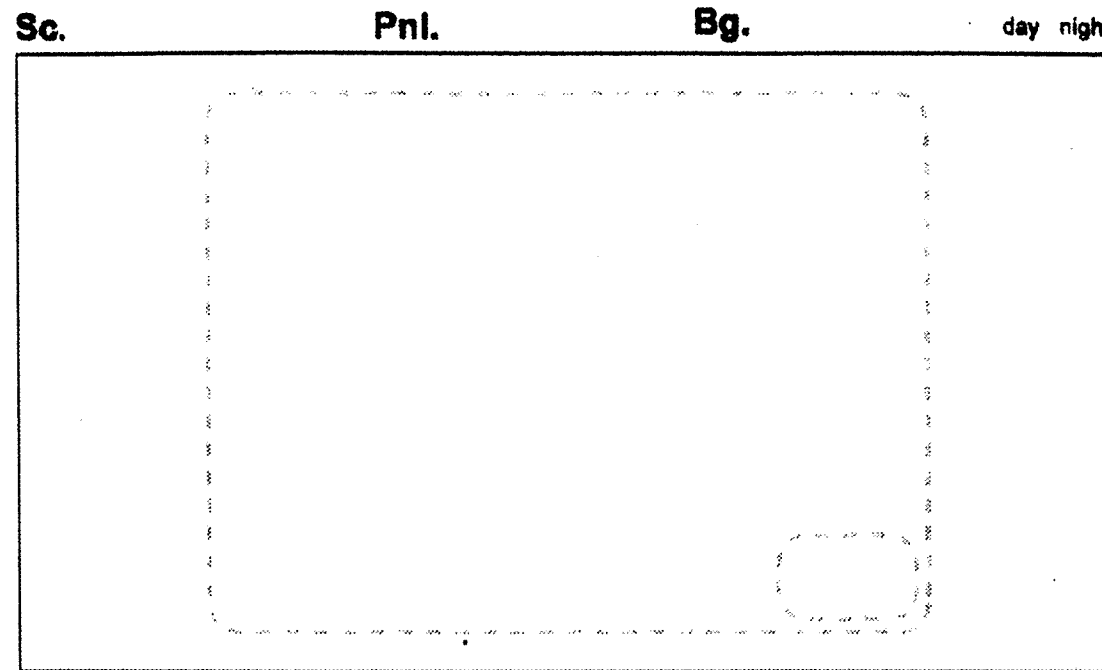
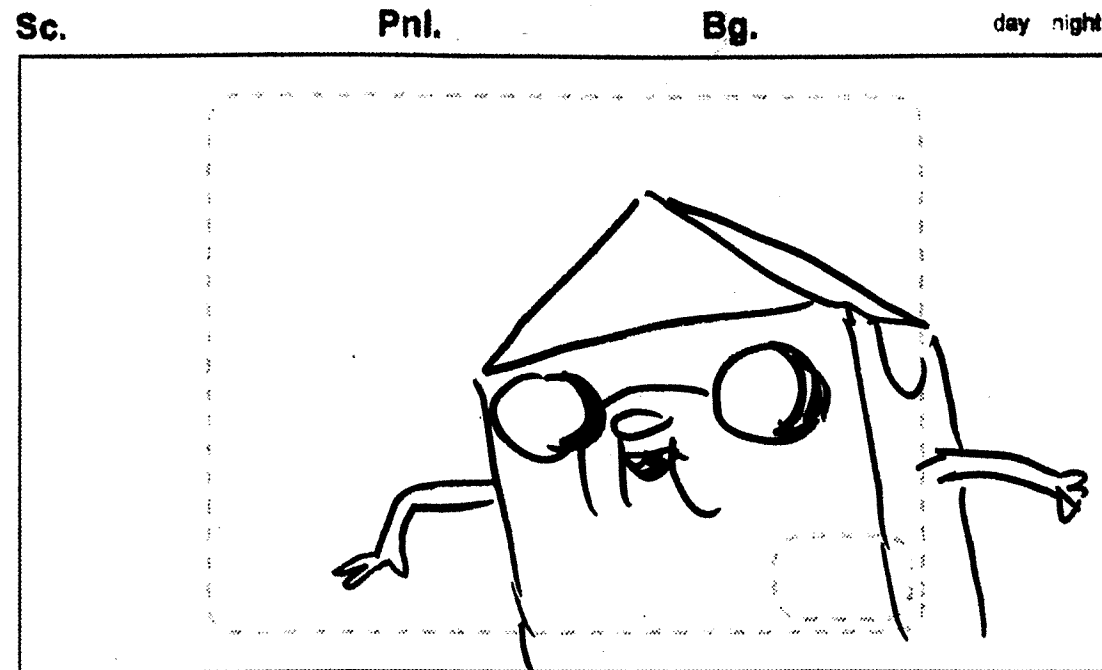
Production :

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# ADVENTURE TIME



Page 137F



Dialog:

(J:) easy peasy  
livin' greazy

Action:

Timing:

4

EPISODE # 100242

Production :

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# ADVENTURE TIME

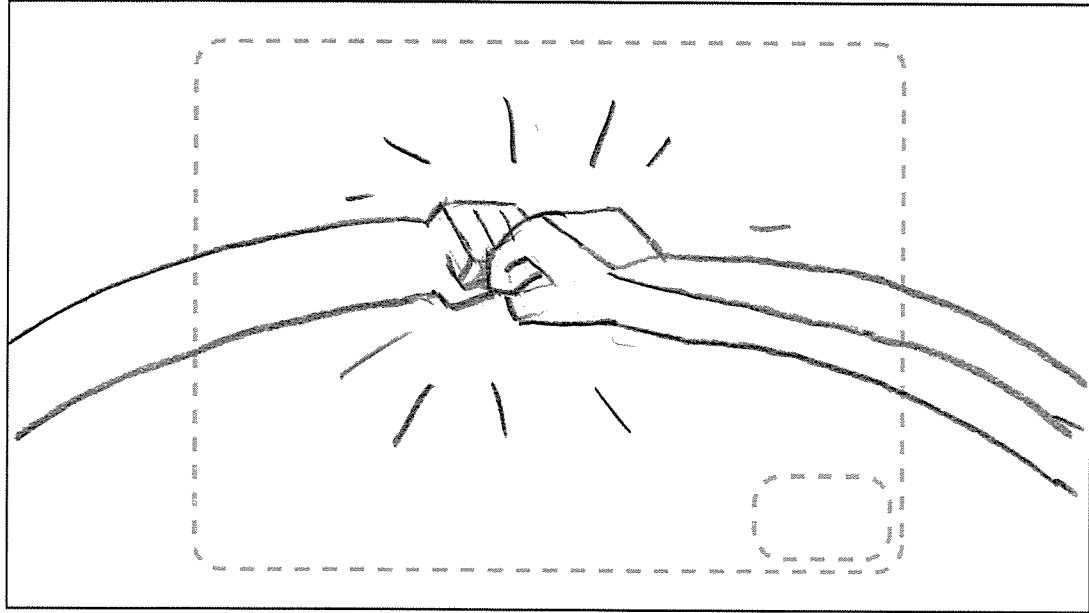


Sc. 123

Pnl. B

Bg.

day night

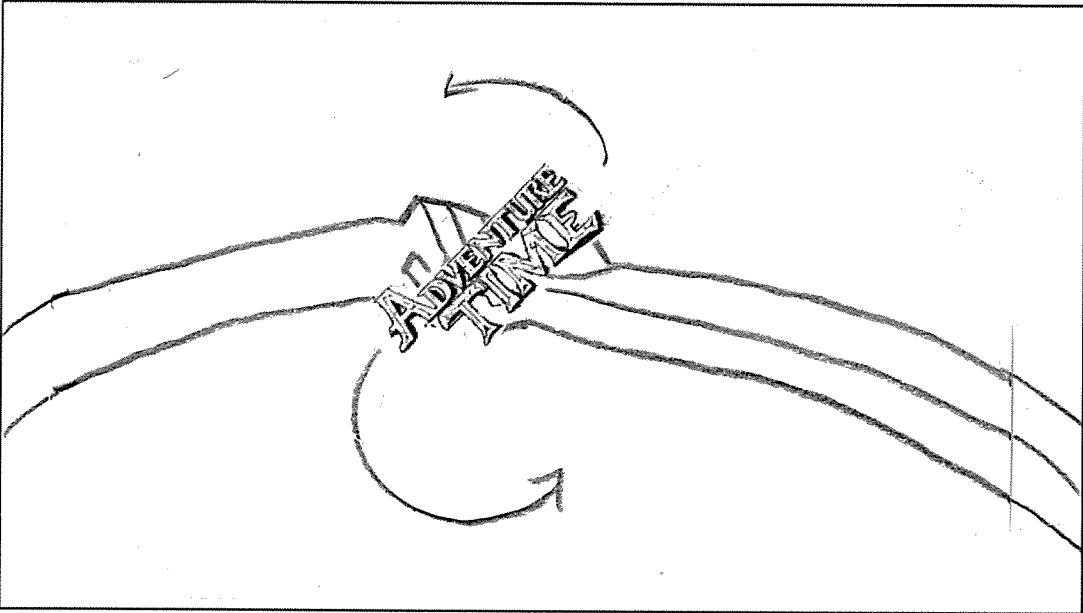


Sc. 123

Pnl. C

Bg.

day night



Dialog:
* POOM ! *
Action:
Timing:

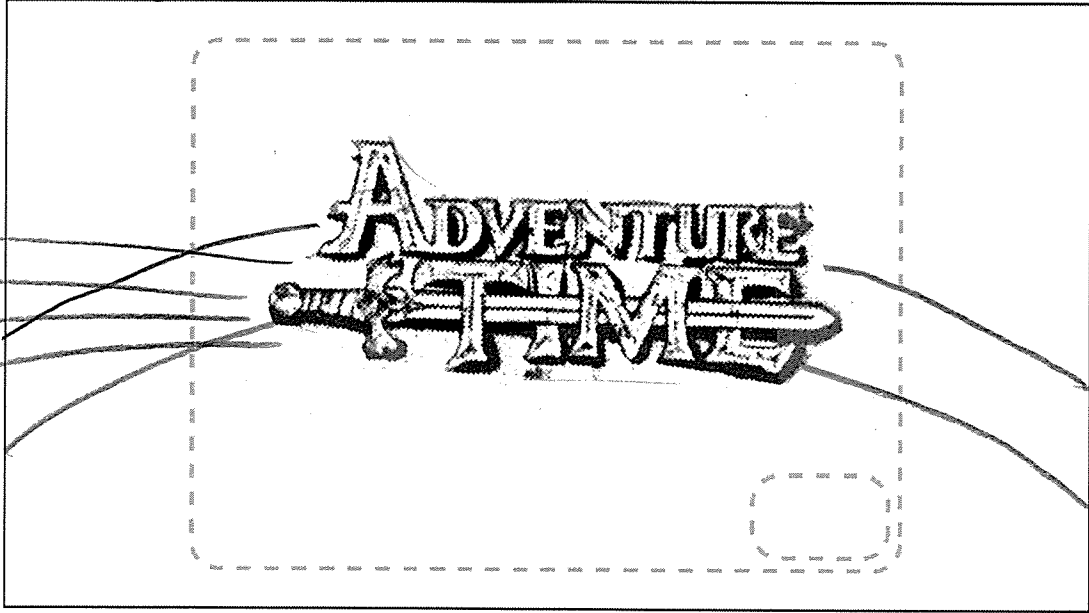
Production :  
EPISODE # 100242

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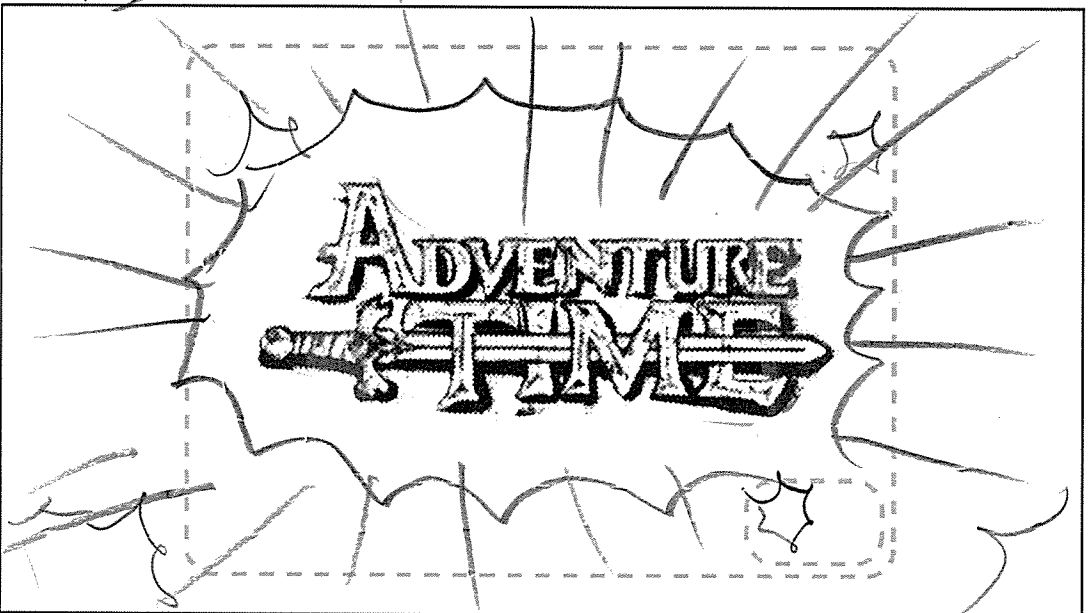
# ADVENTURE TIME



Sc. 123 Pnl. D Bg. day night



Sc. 123 Pnl. E Bg. day night



Dialog:	fade in (F&J) Screaming (OS)
Action:	Sword flies in to text
Timing:	

EPISODE # 100242  
Production :

ADVENTURE TIME



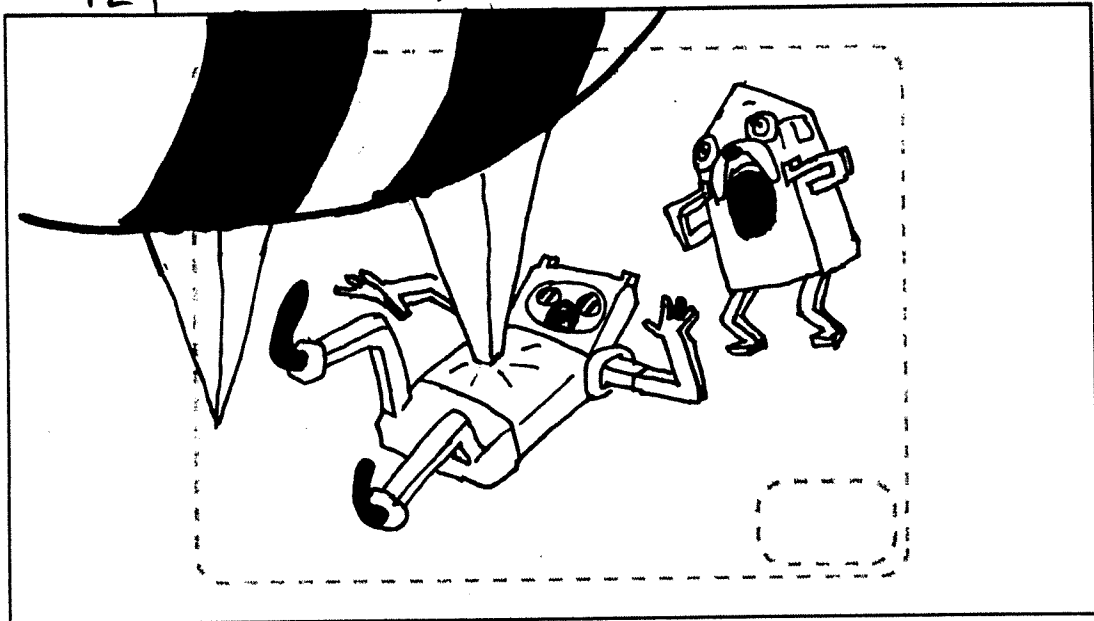
Page 140

Sc. 124

Pnl. A

Bg.

day night

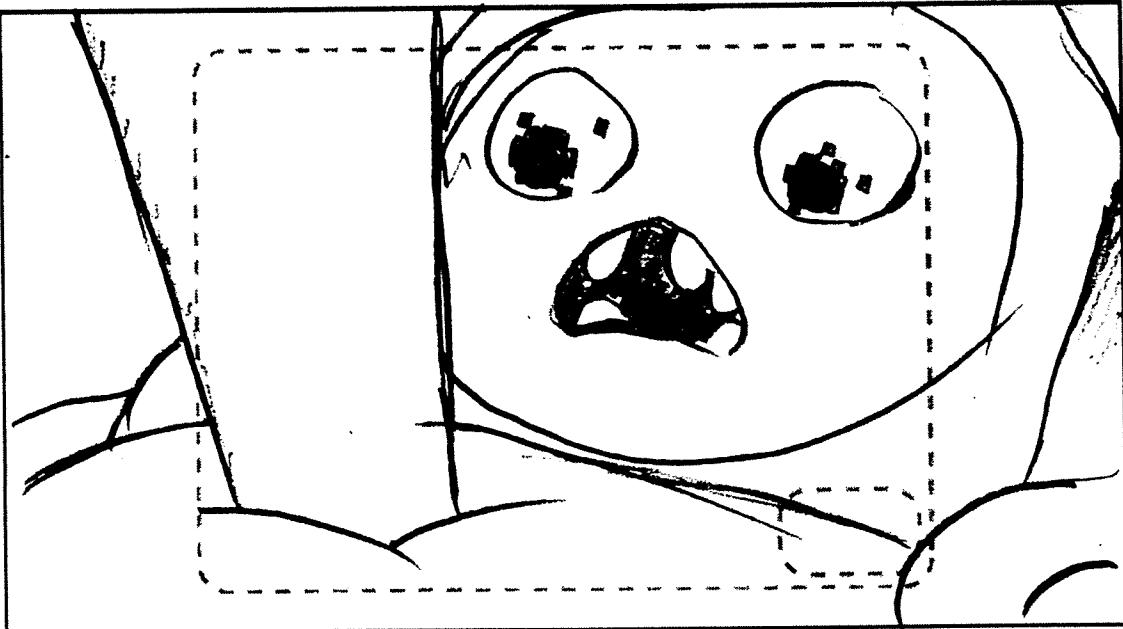


Sc. 125

Pnl. A

Bg.

day night



Dialog: (HB) BUZZZZZ  
(J) & (F) \*SCREAMING!\*

(F) Ah! Ahh!

Action: FADE INTO fin w/ stinger in his stomach

Timing:

EPISODE # 100242

Production :



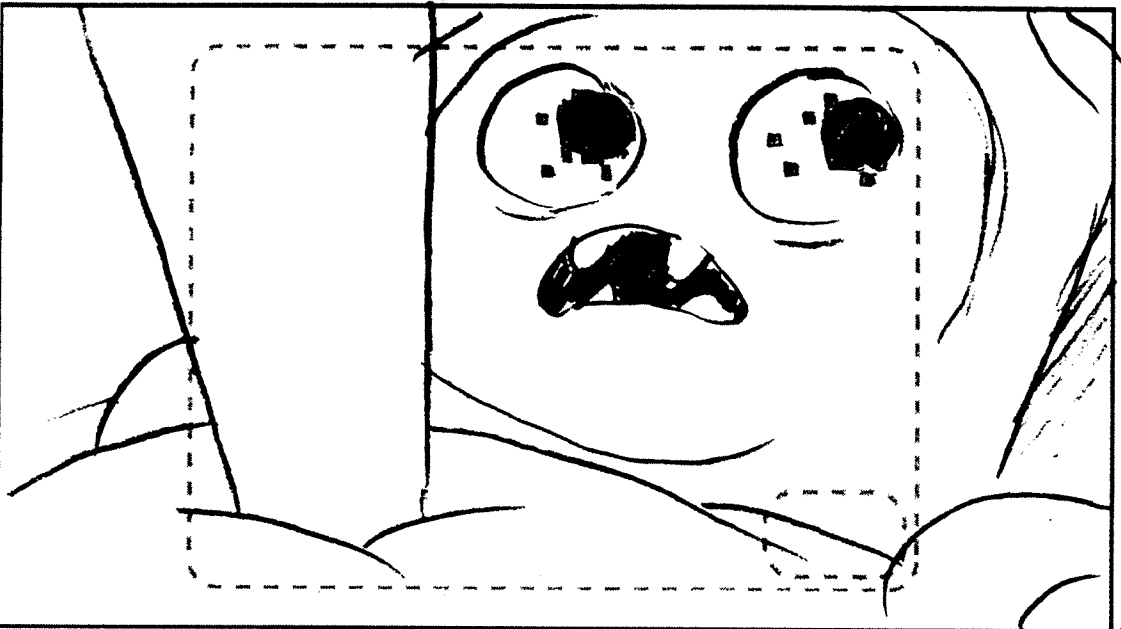
c 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio designated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

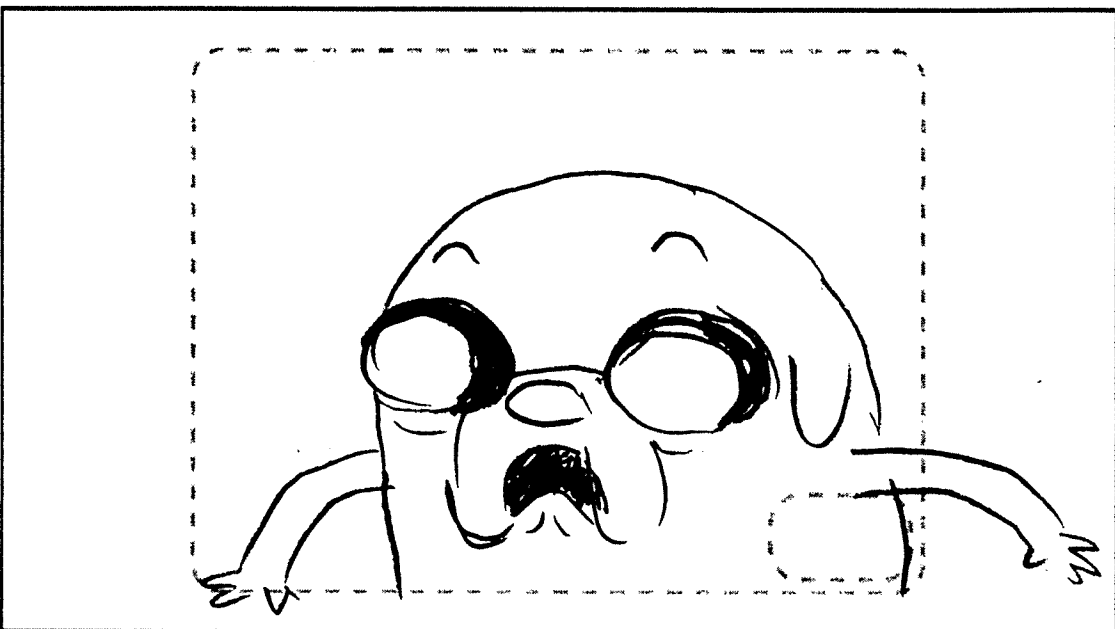


Page 140 A

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



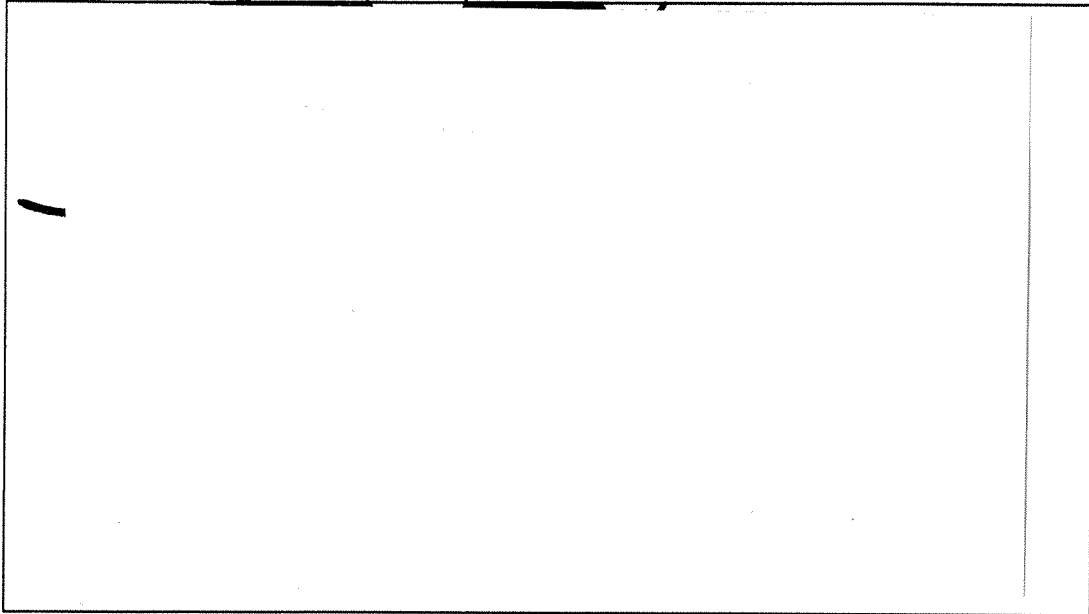
Dialog:
Action:
Timing:

EPISODE # 100242  
Production :

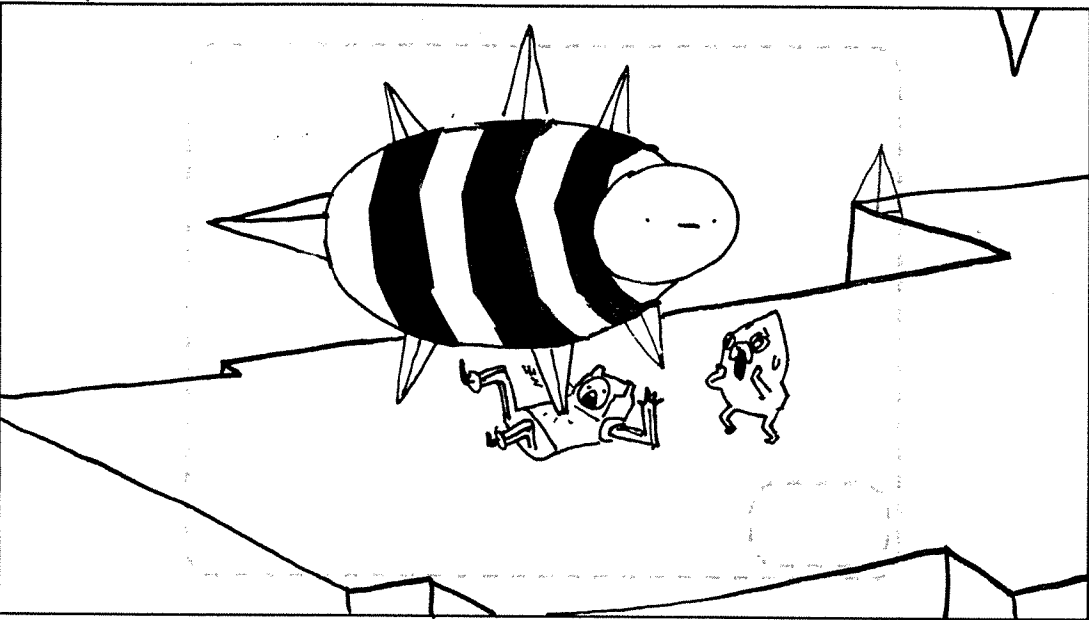
# ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



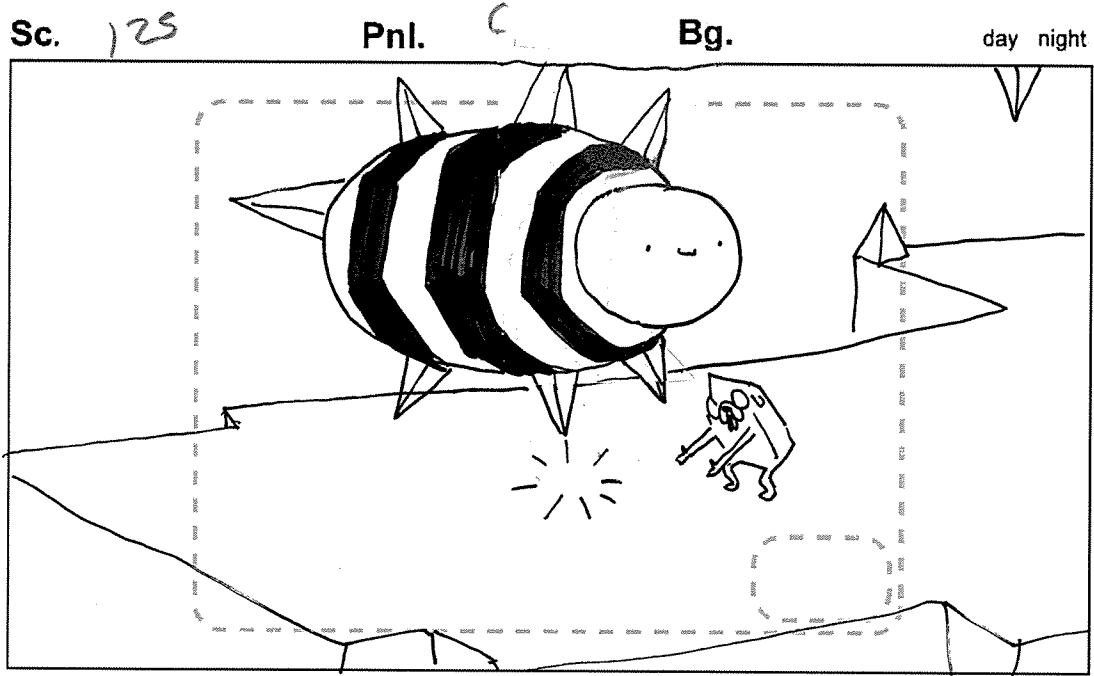
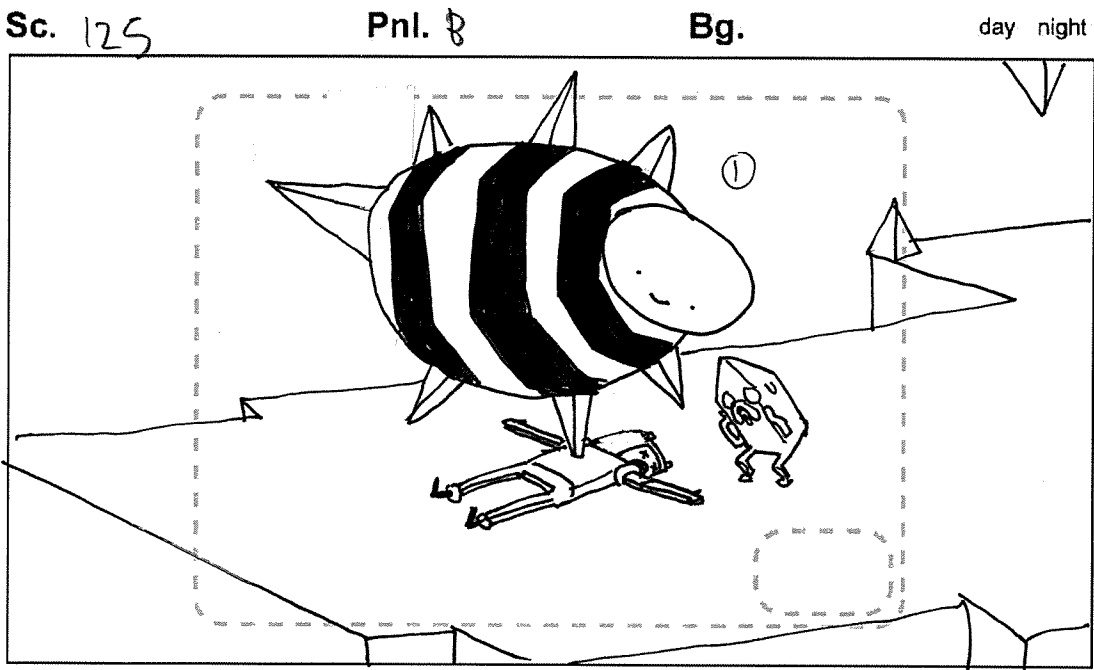
Sc. 125 Pnl. A Bg. day night



Dialog:	ⓕ Ah! Ahh!
Action:	
Timing:	

EPISODE # 100242  
Production :

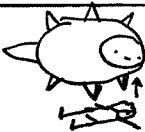
# ADVENTURE TIME



Dialog:

Action:

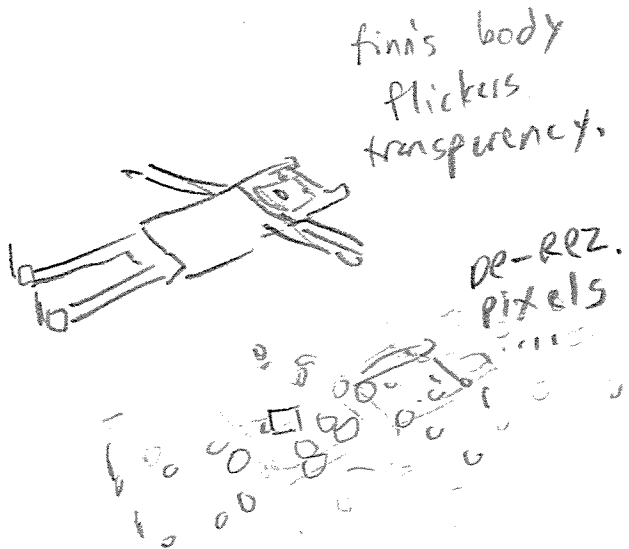
Timing:



② Busy bee hovers higher, takes stinger out of Finn.

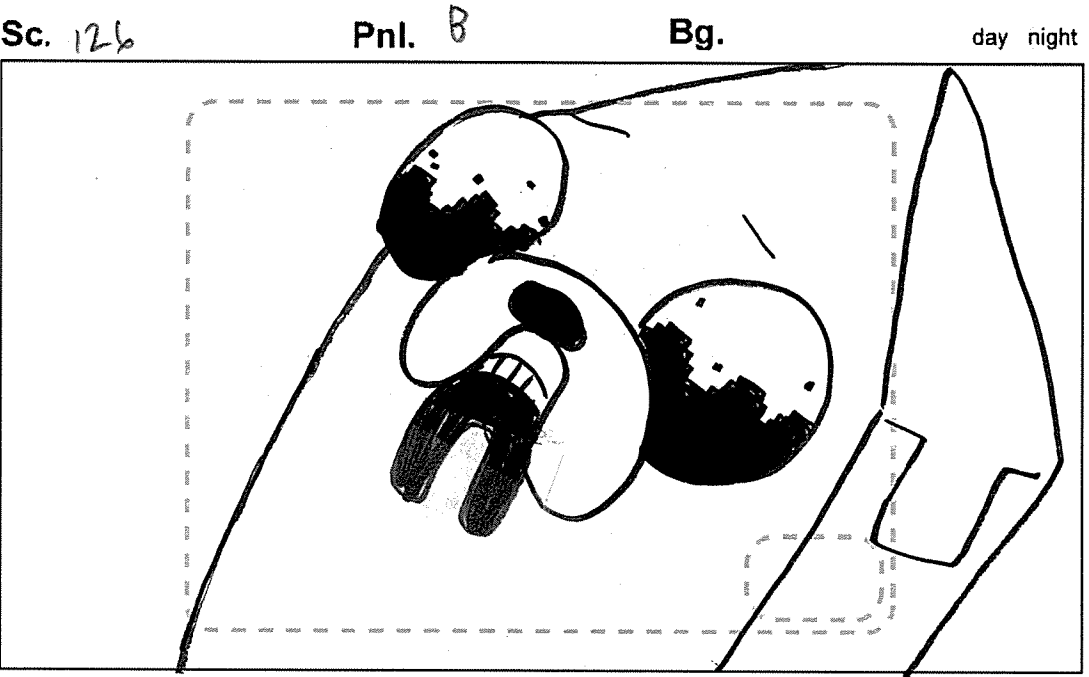
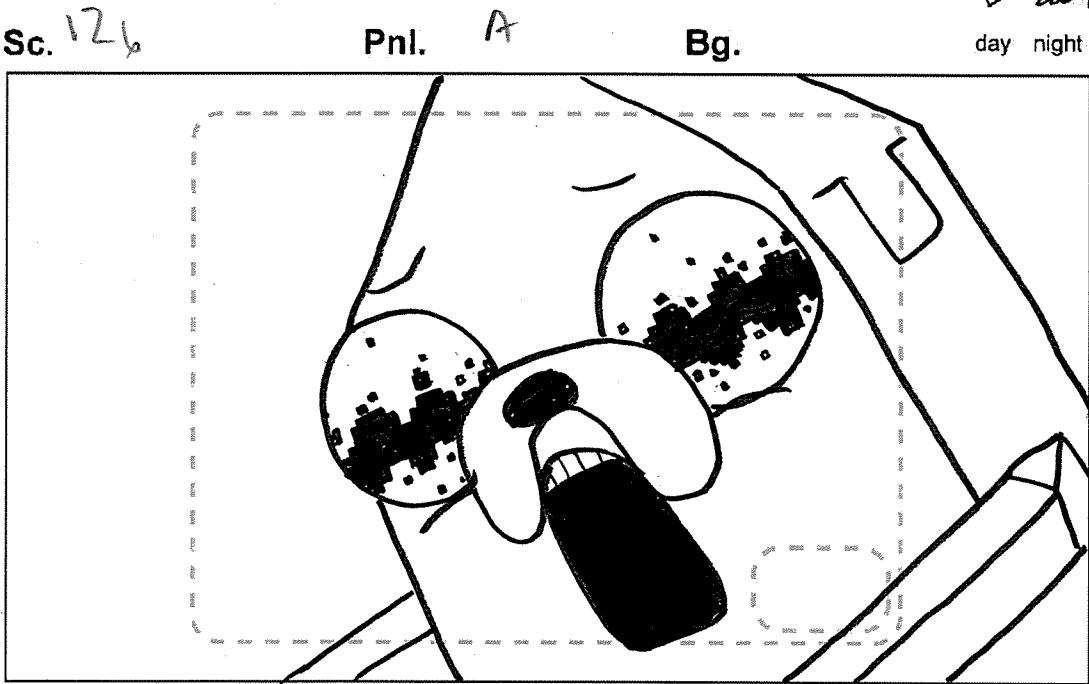
(game Sfx Kill sound)

⑤ Noooo!



EPISODE # 100242

ADVENTURE TIME

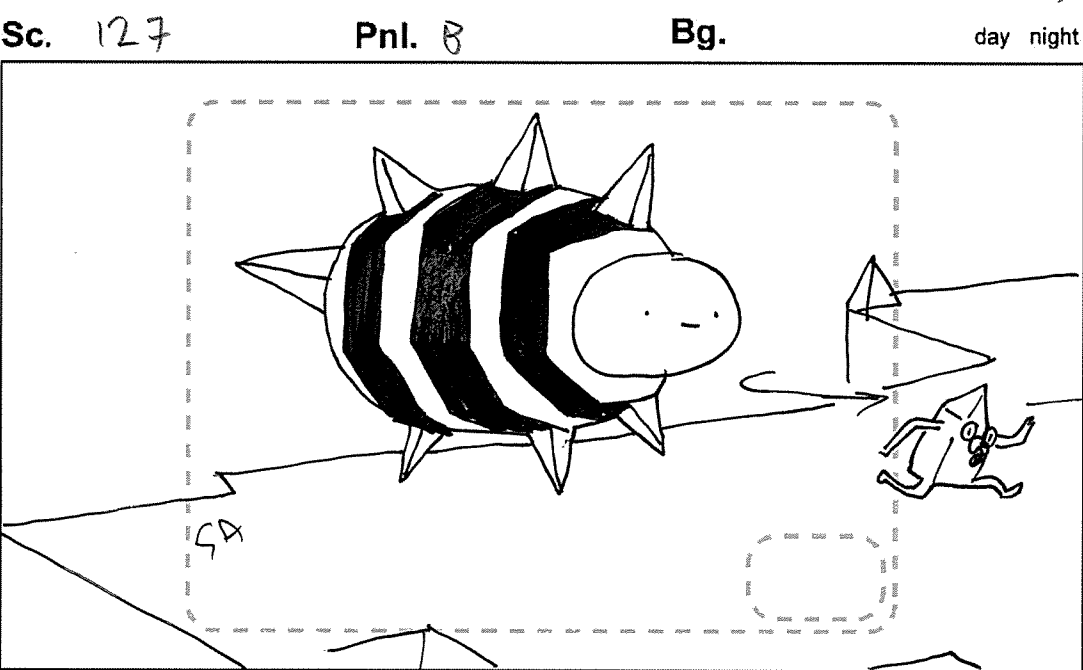
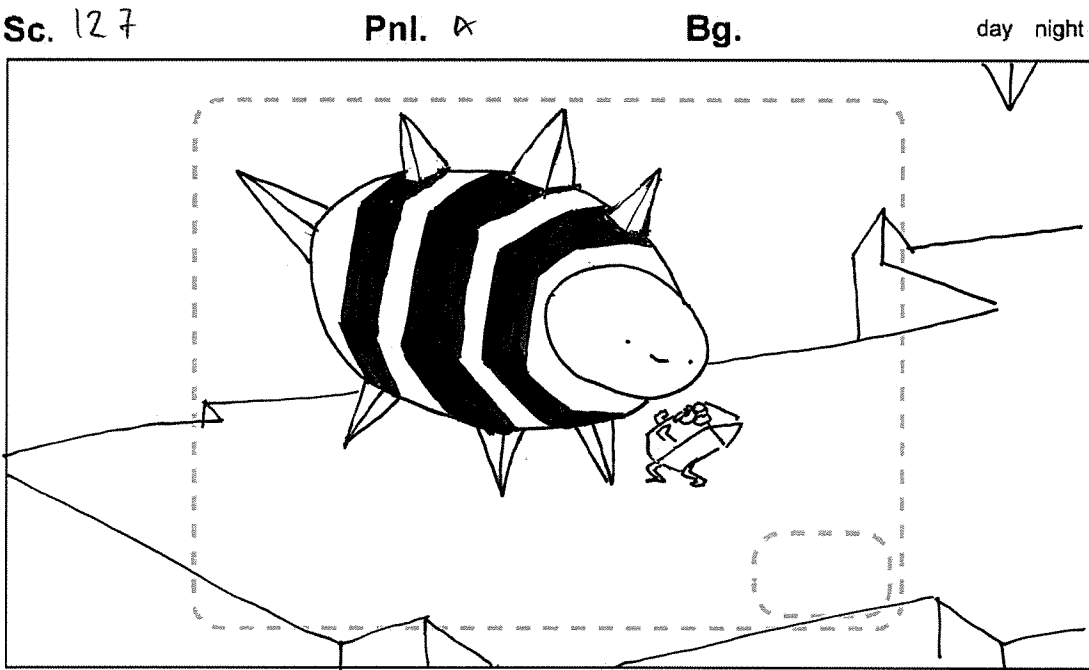


Dialog:	⑤ NO!!	⑥ GAh!
Action:		
Timing:		

EPISODE # 100242

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

⊙ \*GASP!\*

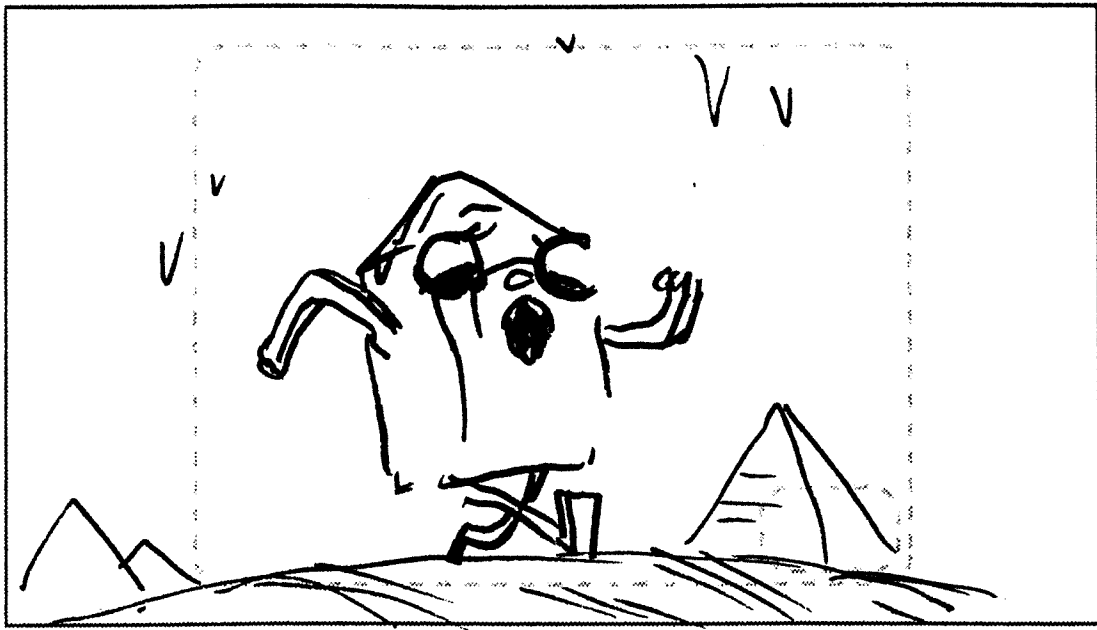
100242  
Take OUT  
EPISODE #  
Production :

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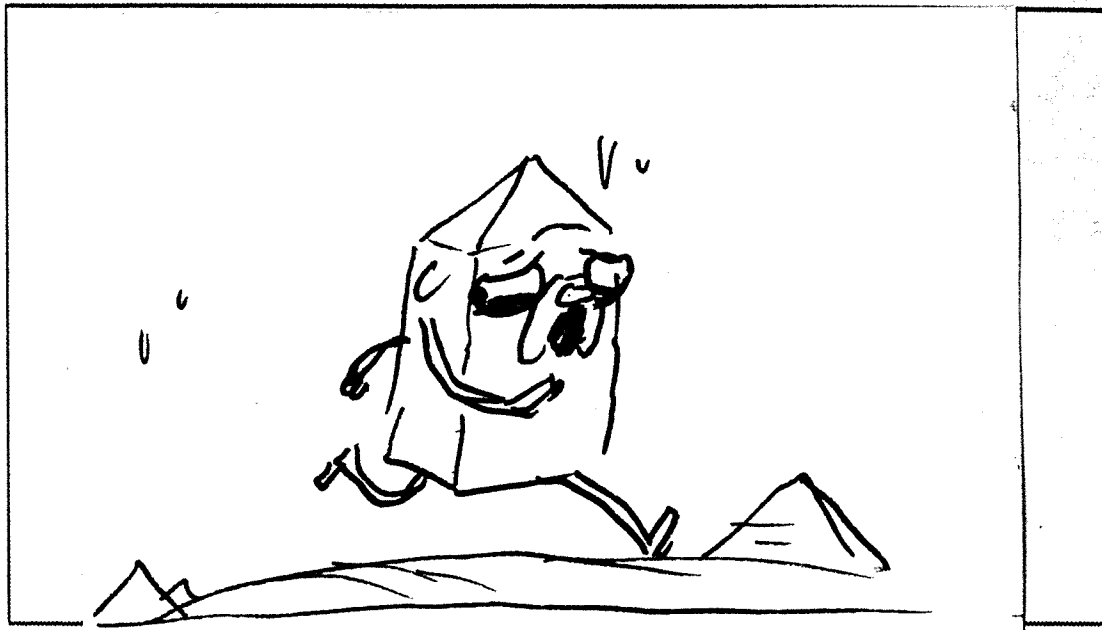
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J) FINN'S DEAD!!

Action:

Timing:

(J) FINN NO! WHY?  
NO FINN NO! WHY? NO!  
NO!



EPISODE # 100242

Production :

ADVENTURE TIME



Page 145

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<p>Dial</p> <p>(J:) noooo...</p>									
<p>Act</p>									
<p>Timing:</p>									

EPISODE # 100242

Production :



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# ADVENTURE TIME



Page 145A

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Dialog (J) nnn ... mynn .. nyg					(J:) NOOOOOO!!				
Actor									
Timing:									

Production :  
EPISODE # 100242  
2



Page 145B

EPISODE # 100242

**Production :**

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ADVENTURE TIME



Page 145C

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dial (J:) RRR									
Acti									
Timing:									

Production :  
EPISODE # 100242 W

Page 145D

[illegible]

100242

## EPISODE 3

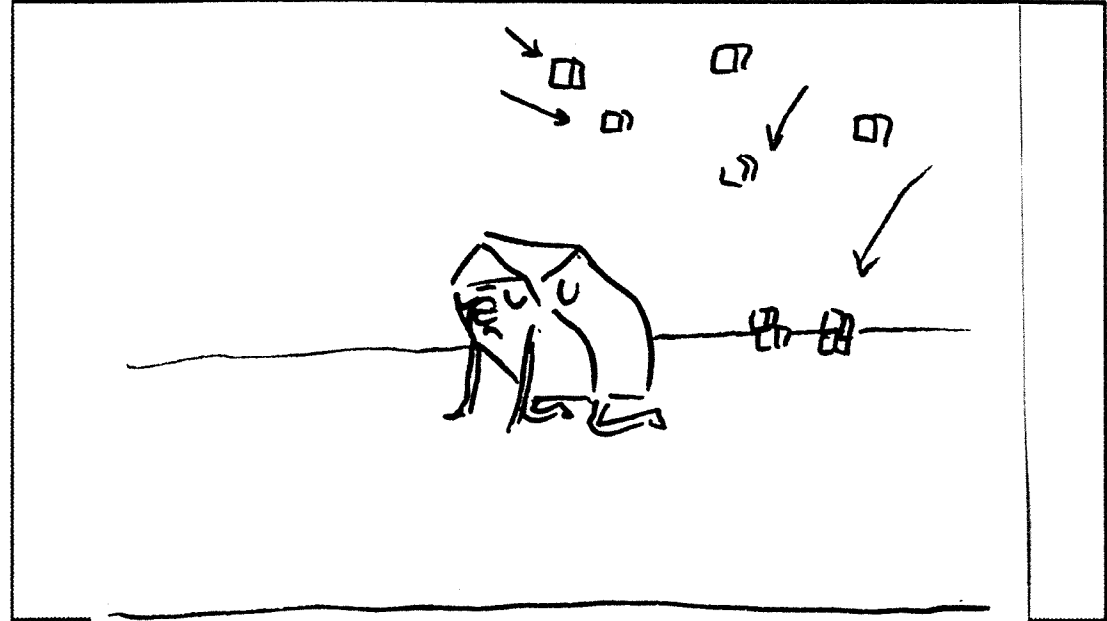
**Production :**

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ADVENTURE TIME



Sc. Pnl. Bg. day night

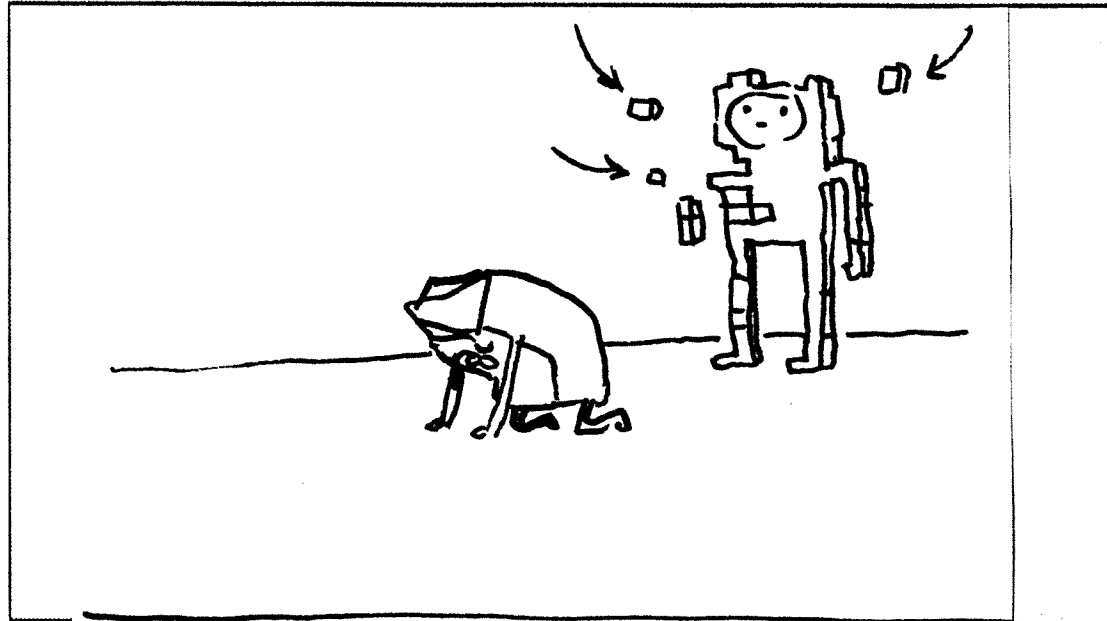


Dialog

Action

Timing:

Sc. Pnl. Bg. day night



(J:) oh Finn....

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 745F

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog</p> <p>(F:) Yo whuddup</p>					<p>(J:) OH FINN!!</p>				
<p>Action</p>									
<p>Timing:</p>									

100242

EPISODE #

Production :

# ADVENTURE TIME



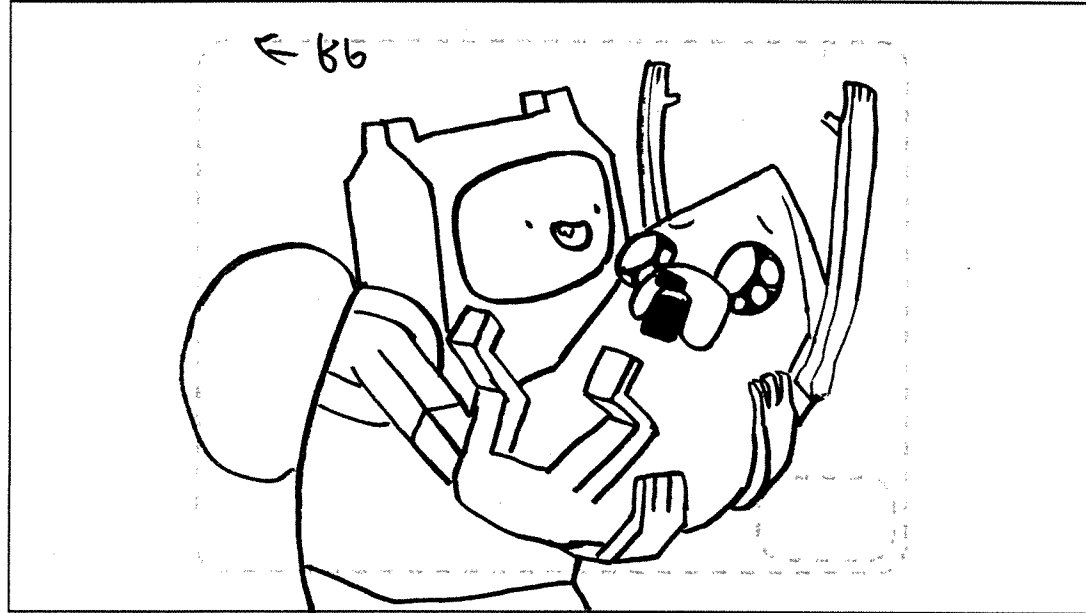
Page 146

Sc. 130

Pnl. A

Bg.

day night

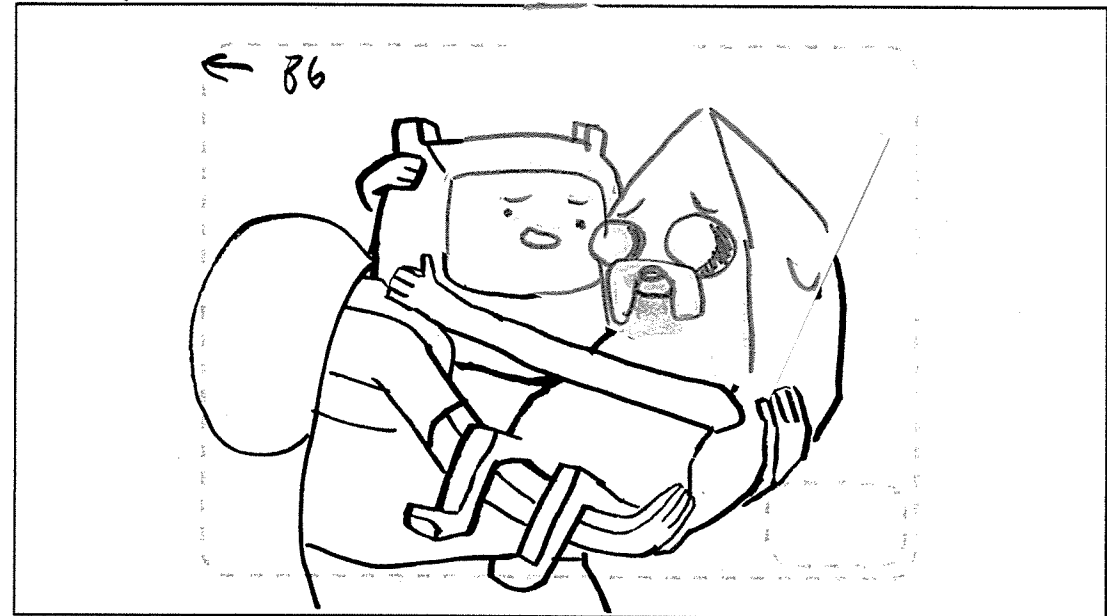


Sc. 130

Pnl. B

Bg.

day night



Dialog:

① You're Alive!

② Yeah, I got extra lives, man.

Action:

Timing:

EPISODE #

100242

Production :

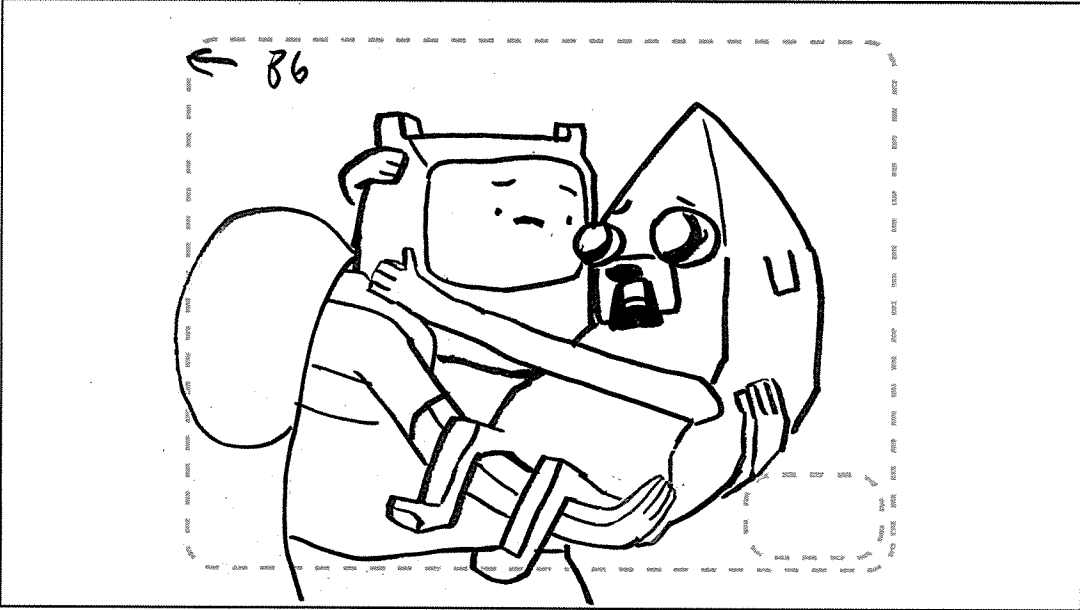
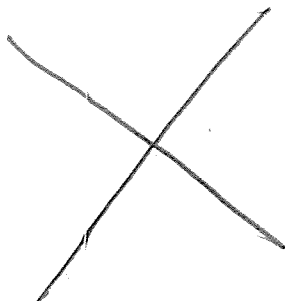
ADVENTURE TIME



Sc. 130

Pnl. C

Bg.



OH MY GOSH  
⑤ Let's never die again!

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME

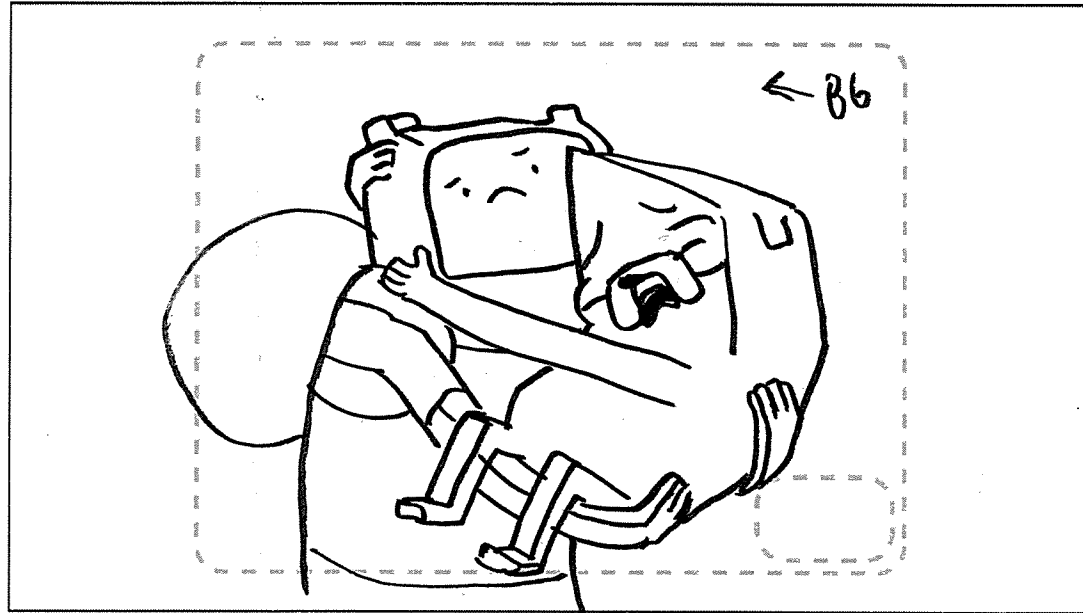


Sc. 130

Pnl. C

Bg.

day night

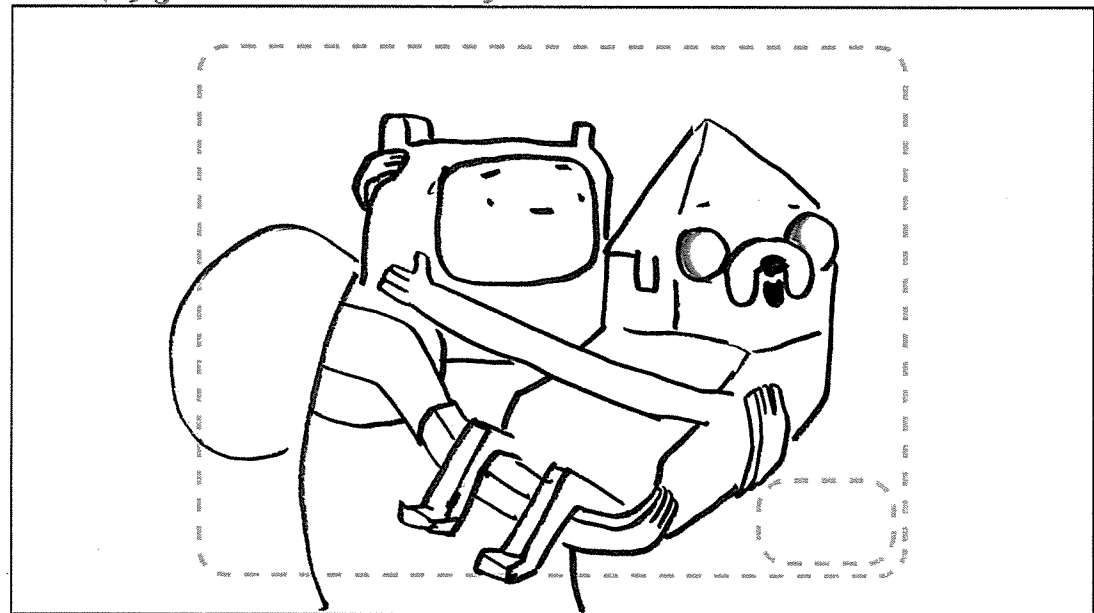


Sc. 130

Pnl. D

Bg.

day night



Dialog:	<p>① there's nothing more precious than a life!</p> <p>(BEAT) ⑤ oooh!</p>
Action:	
Timing:	

EPISODE # 100242

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:  
J: dude look -

Action:

Timing:

J: COINS!!

EPISODE # 100242  
Production :

# ADVENTURE TIME



Page 149

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>Dialog: (J:) OH MAN OH MAN</p>				<p>(J) hee hee!</p>			
<p>Action:</p>				<p></p>			
<p>Timing:</p>							

100242

EPISODE #

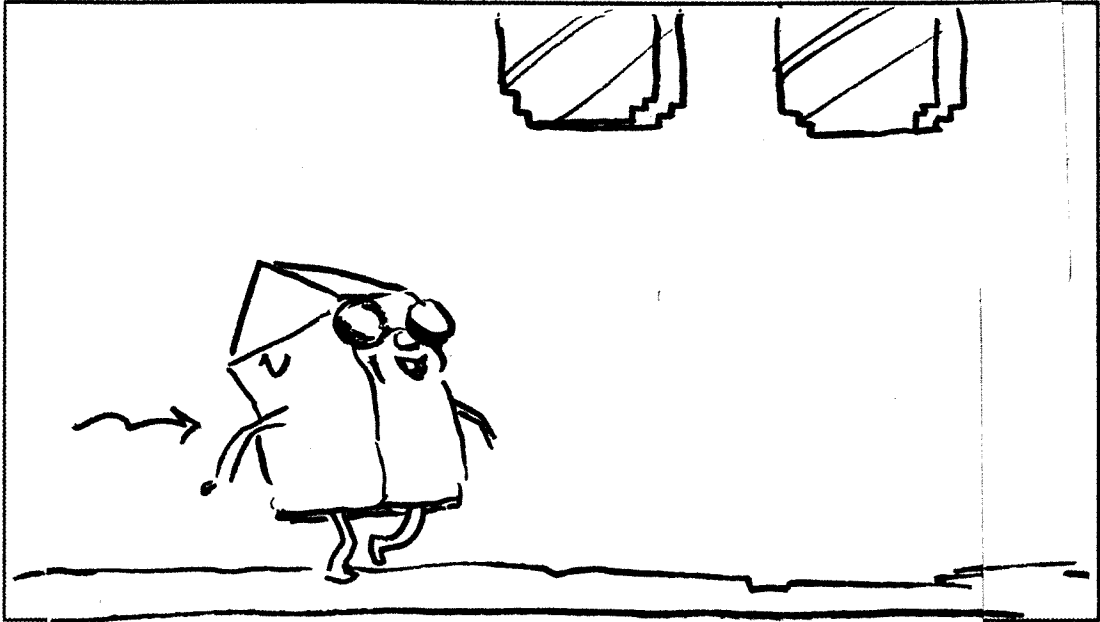
Production :

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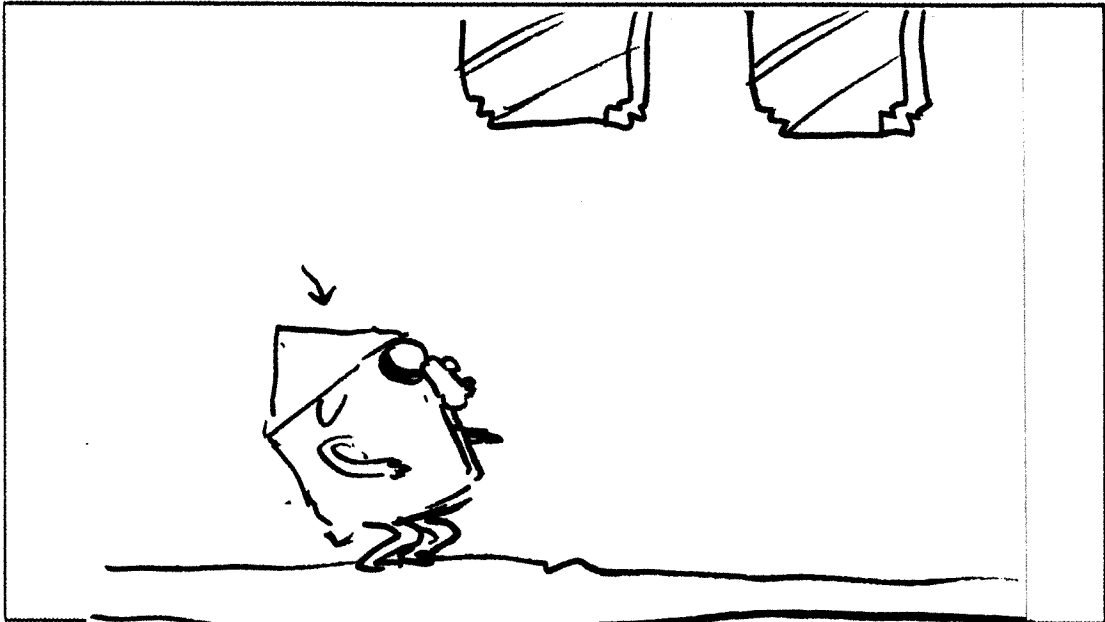
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dir

Act

Timing:

2

EPISODE #

Production :

100242

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dia SFX: *BLING*					(J:) OOOOFF!! *SQUASH*				
Act									
Timing:									

EPISODE # 100242  
Production :

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ADVENTURE TIME



Page 152

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog:</p> <p>SFX : * WHAM! *</p>									
<p>Action:</p>									
<p>Timing:</p>									

Production :  
EPISODE # 100242  
3

# ADVENTURE TIME



Page 153

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dial</p> <p>(J:) OH MAN DUDE</p>					<p>(J:) THESE COINS ARE THICK!</p>				
<p>Acti</p>									
<p>Timing:</p>									

100242

EPISODE #

Production :

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# ADVENTURE TIME



Page 154

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<b>Dialog</b>					<b>Dialog</b>				
(J) GNNAH					(J:) AND MAD PURE TOO!				
<b>Action</b>					<b>Action</b>				
<b>Timing</b>					<b>Timing</b>				

100242

EPISODE #

Production :

4

# ADVENTURE TIME



Page 154A

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	<p>① let's take 'em back to the real world!</p>	<p>① We'll be filthy stinkin' RICH! We could buy a pet dude!</p>
Action:		
Timing:		

100242

EPISODE #

Production :

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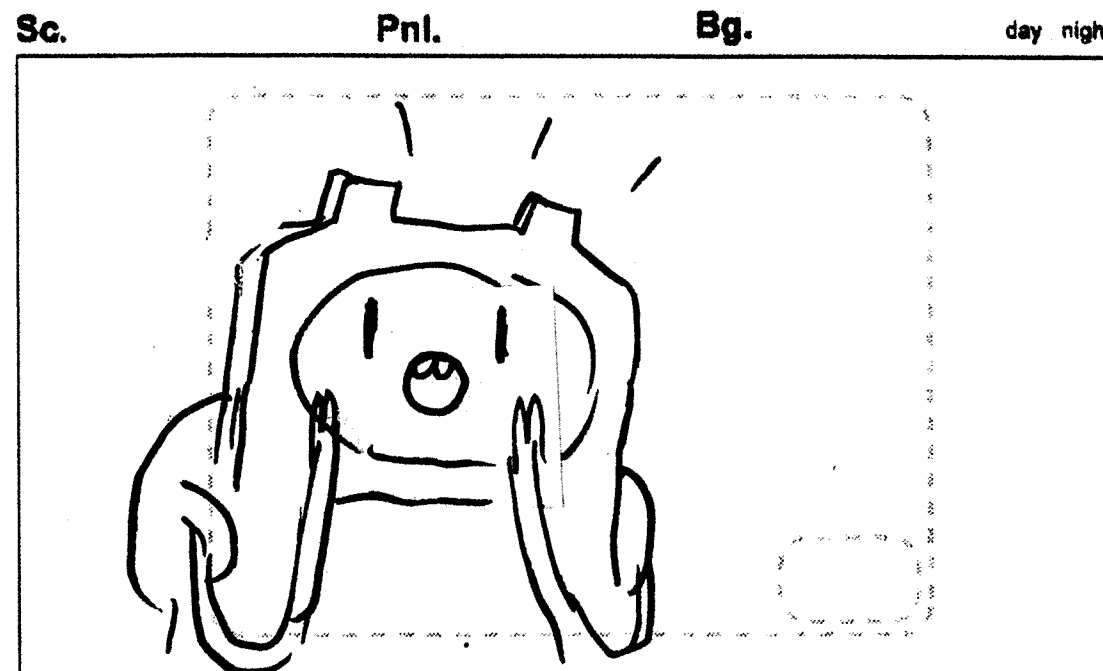
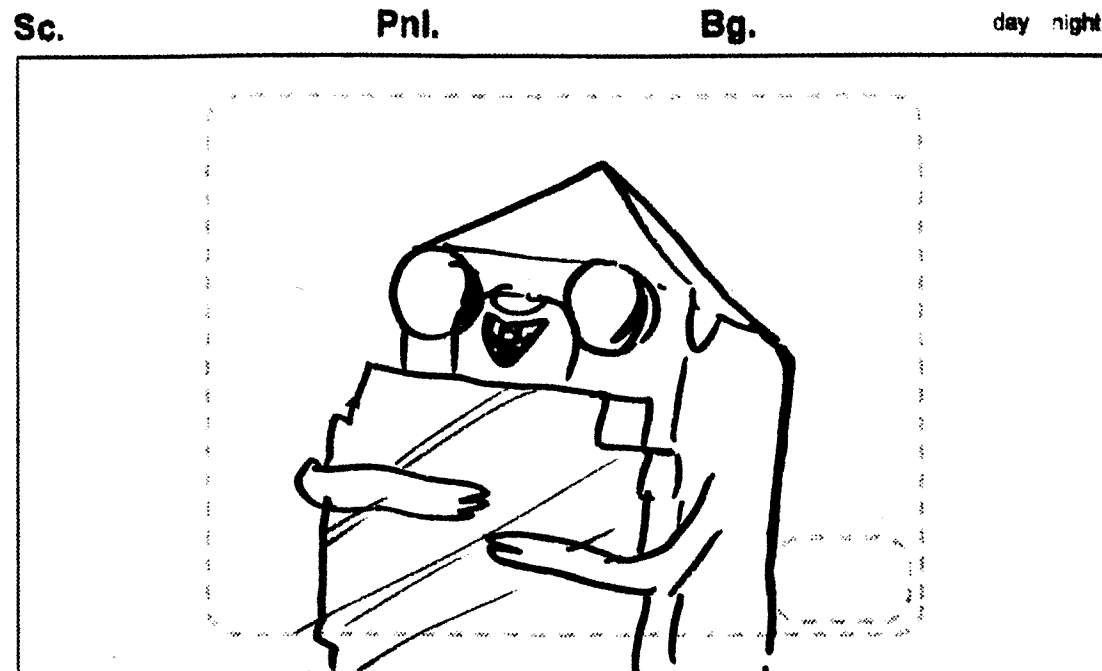


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# ADVENTURE TIME



Page 54B



Dialog:

(J) - We could buy a baby!  
And teach it to clean  
up after us...

Action:

Timing:

EPISODE #

100242

Production :

# ADVENTURE TIME



Page 154C

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog</p> <p>(F+J:) BABY MAID !! BABY MAID !!</p>					<p>(F+J:) BABY MAID !!</p>				
<p>Action</p>									
<p>Timing:</p>									

EPISODE # 100242

Production :

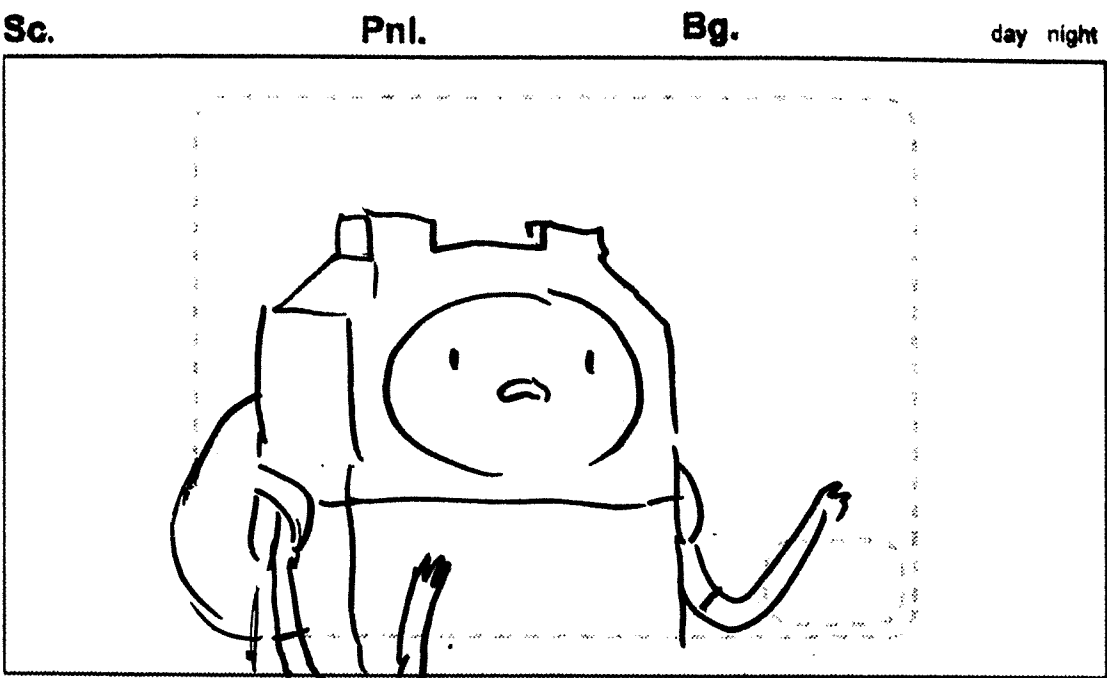
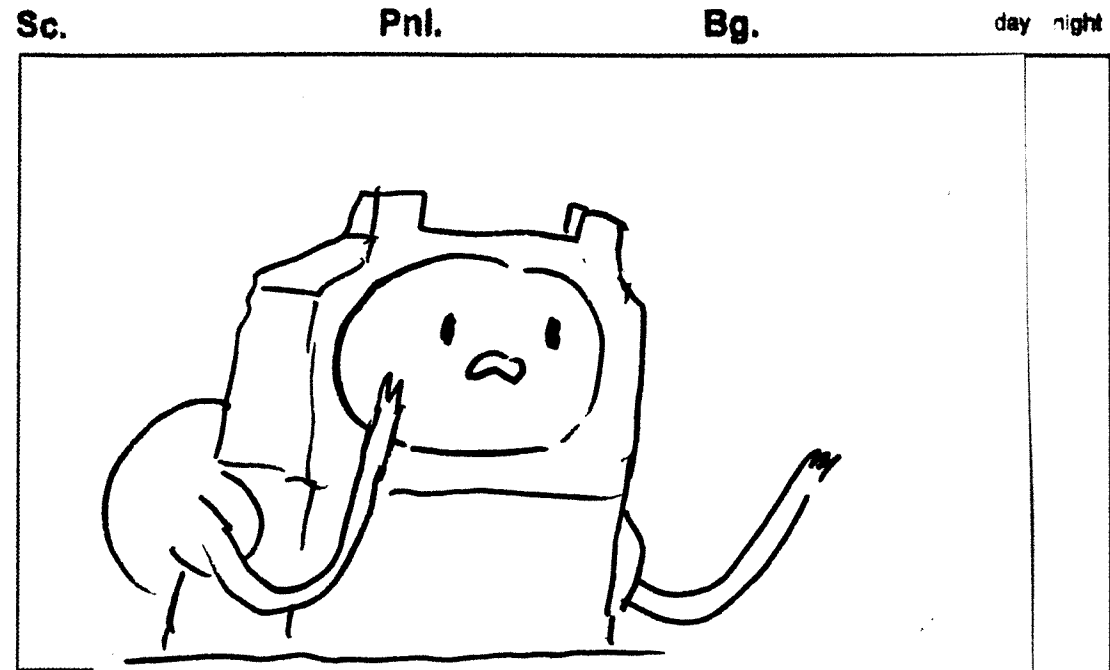
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ADVENTURE TIME



Page 154D



Dialog (F:) OH no-wait dude -  
How ARE we gonna  
throw mad punches at foes  
w/ our hands full of coins?

Action

Timing:

(F:) and plus we gotta  
throw the bomb-uh soon -

100242

EPISODE #

Production :

ADVENTURE TIME

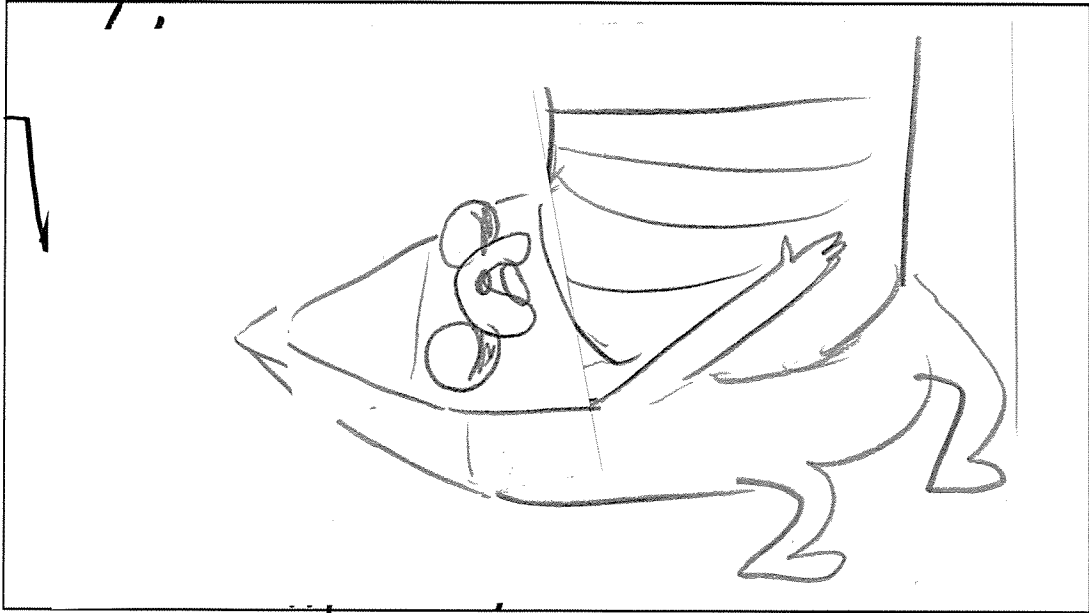


Sc. 137

Pnl. C

Bg.

day night

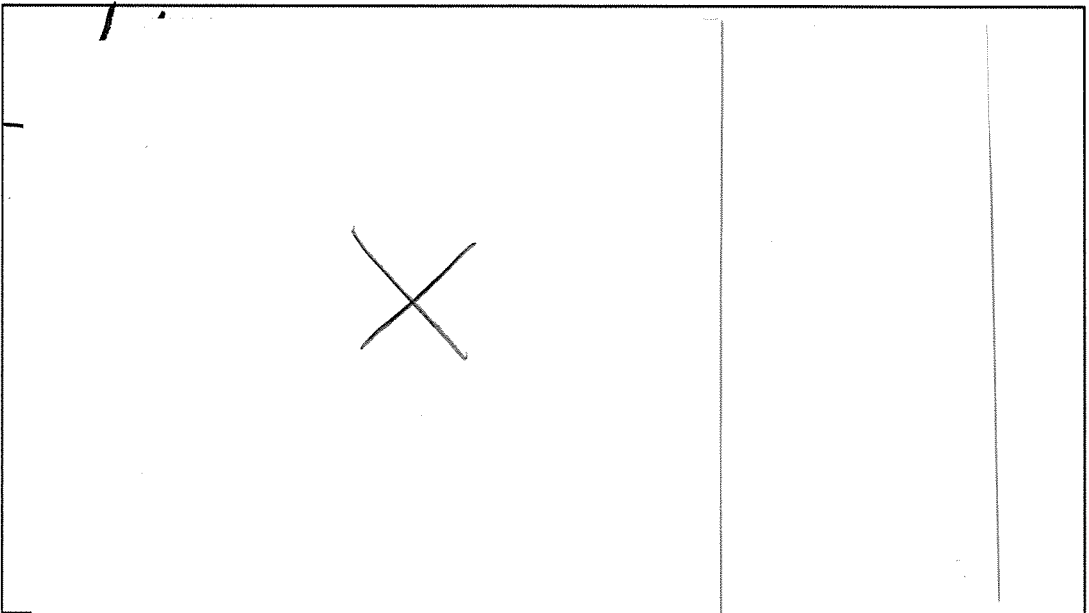


Sc. 137

Pnl. D

Bg.

day night



Dialo

① oh, Yeah!  
where's the bomb?!!  
(Bom-BA)

Actio

Timin

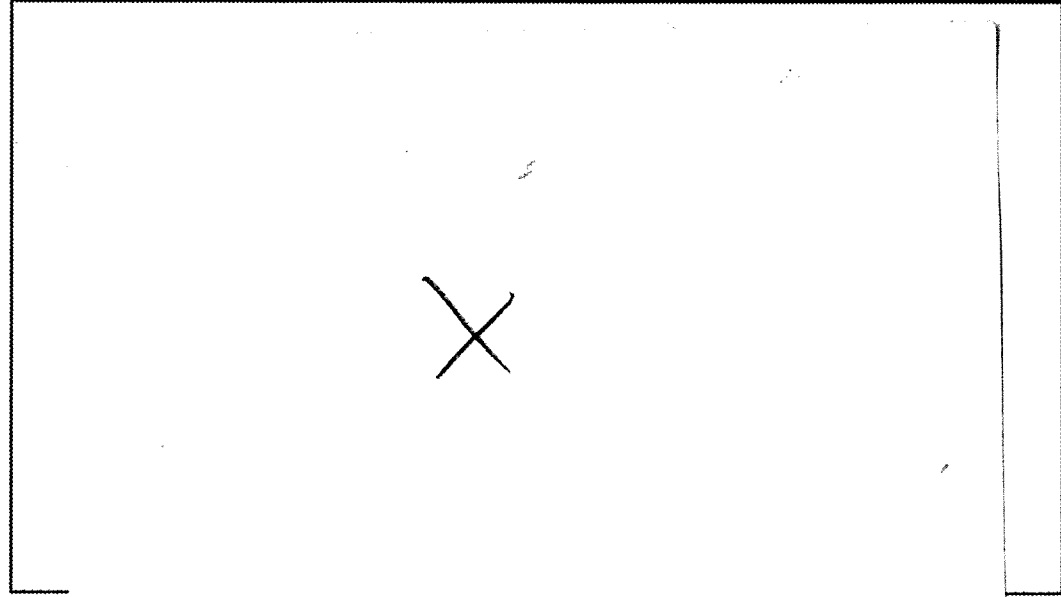
EPISODE # 100242

Production :

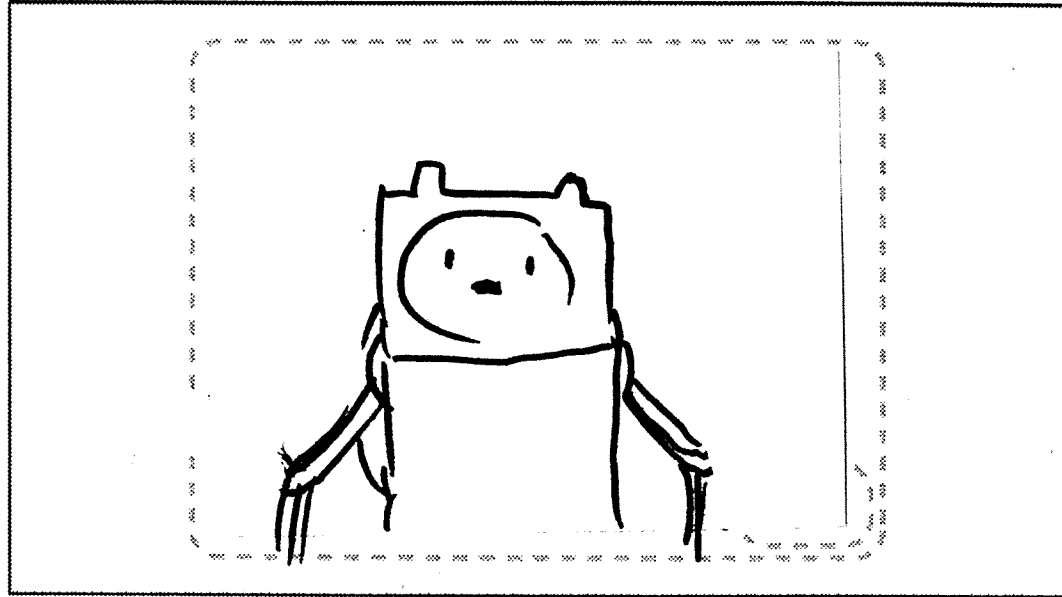
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog

Action

Timing:

(F) (F) It's always just in my inventory when I start the game.

EPISODE # 100242

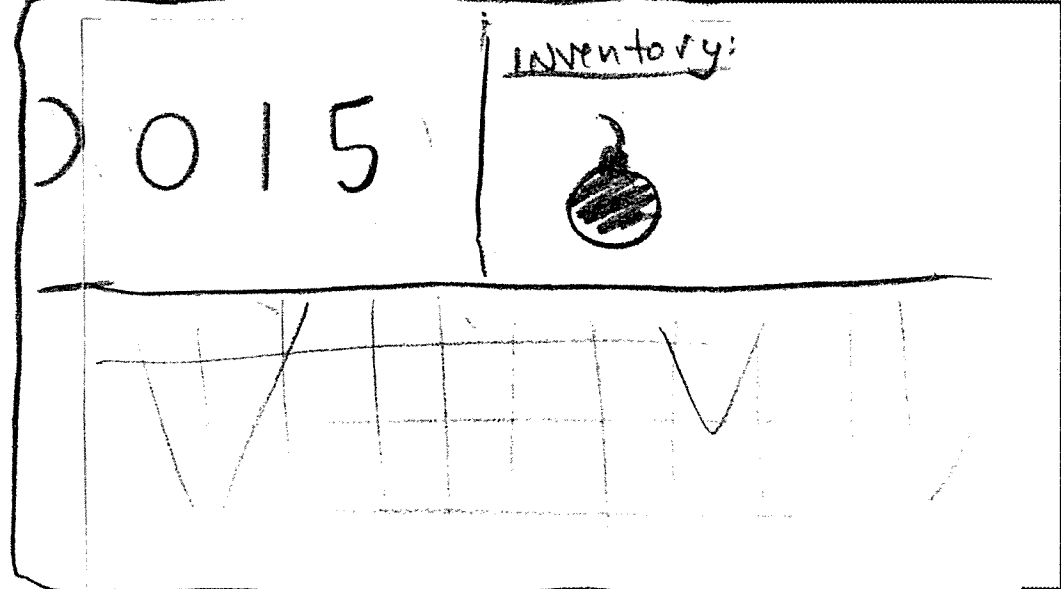
Production :

# ADVENTURE TIME



Page 157

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:  
  
Action:  
  
Timing:

(F) see?

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) Next to our score.	(F) When I press select, it just comes to me like a friend.
Action:		
Timing:		

EPISODE# 100242

Production :



Sc.

Dial

Action

Timing

⑤ Finn ———



Int

Sc.

Pnl.

Bg.

day night



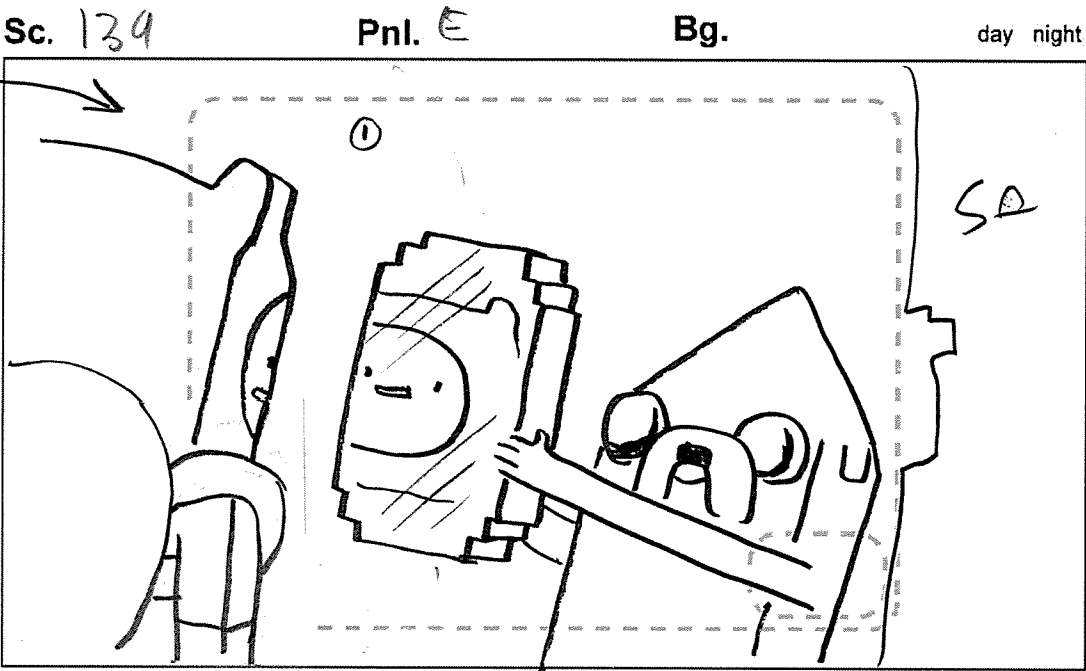
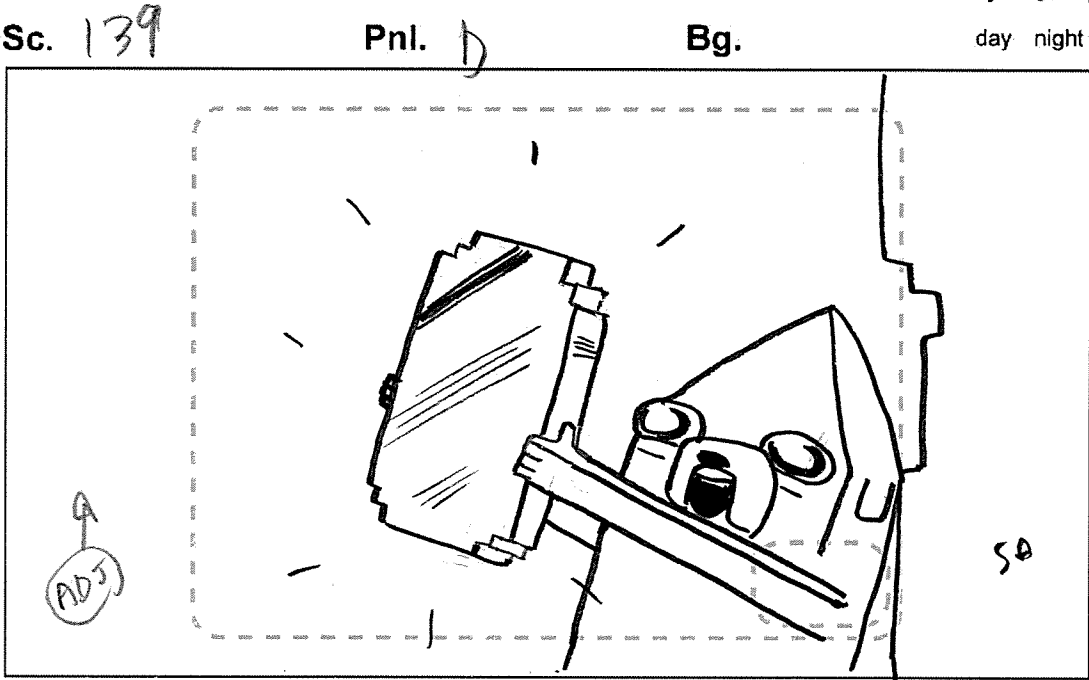
You can Buy a thousand  
Friends  
with —

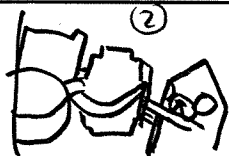
EPISODE # 100242

Production :



ADVENTURE TIME



Dialog:	① M ONAYYY !!	② hmmm...
Action:	 Finn grabs mirror	
Timing:		

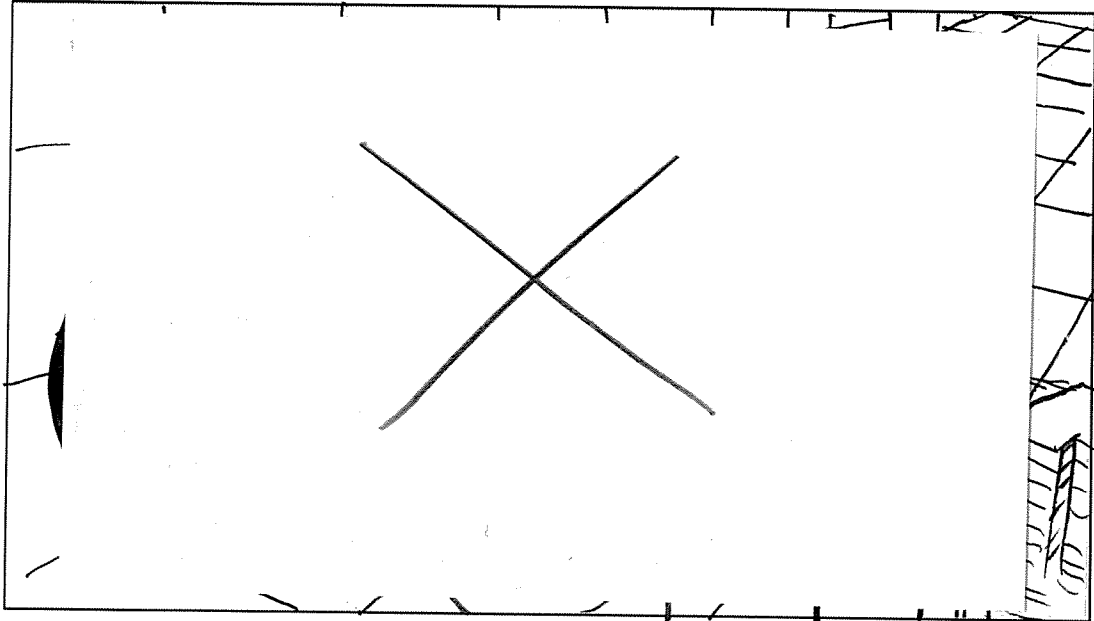
Production : EPISODE #

100242

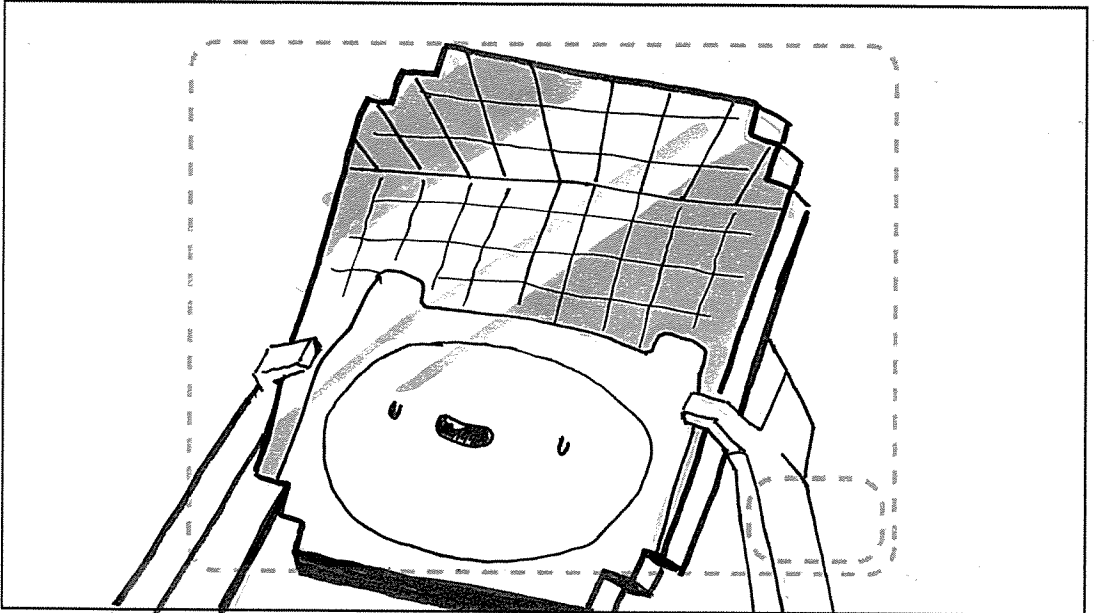
# ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialo	F Hey, this <u>is</u> pretty nice.
Actio	Finn reflected in the coin
Timi	

EPISODE # 100242

Production :

ADVENTURE TIME

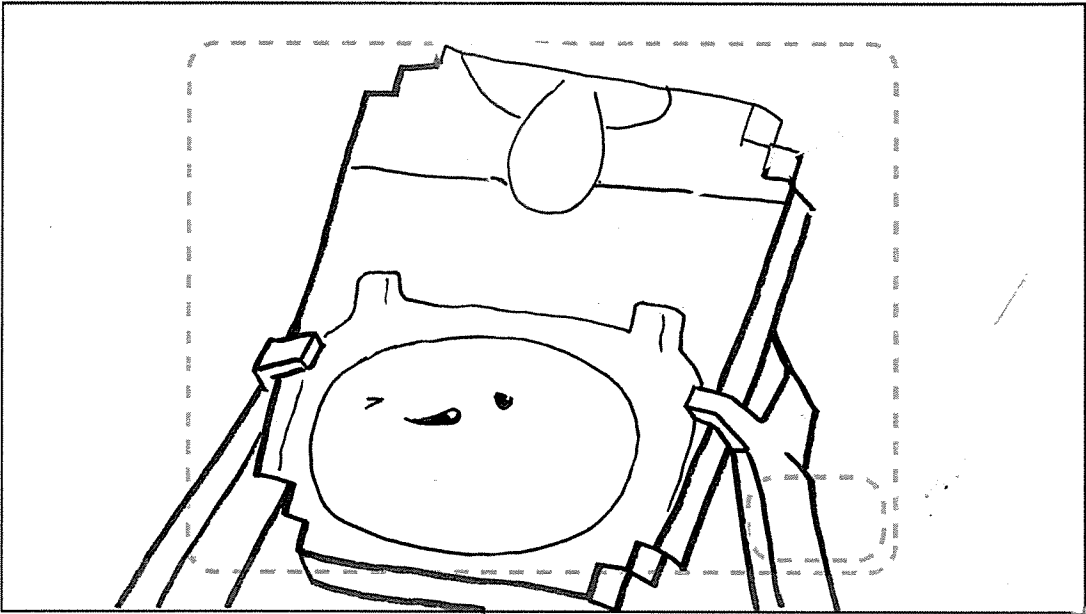


Sc. 141

Pnl. B

Bg.

day night

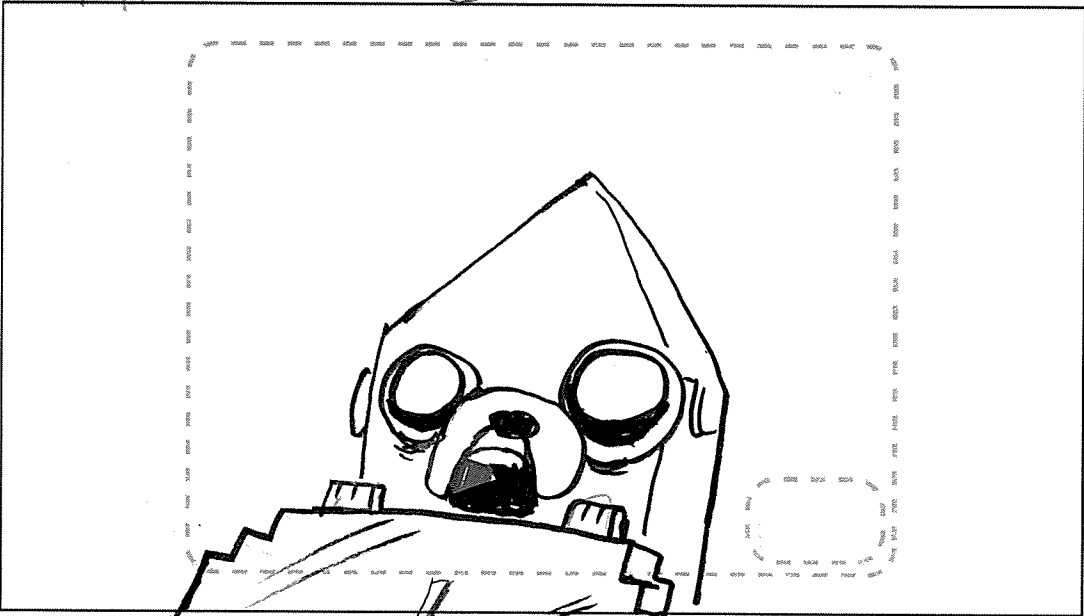


Sc. 141

Pnl. C

Bg.

day night



Dialog:

(F) Money...

(Scream) HONEY!

COIN OUT

Action:

puddle of honey behind Finn  
puddle forms a big drop.

Finn lowers coin out  
of frame, revealing  
Jake screaming.

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME

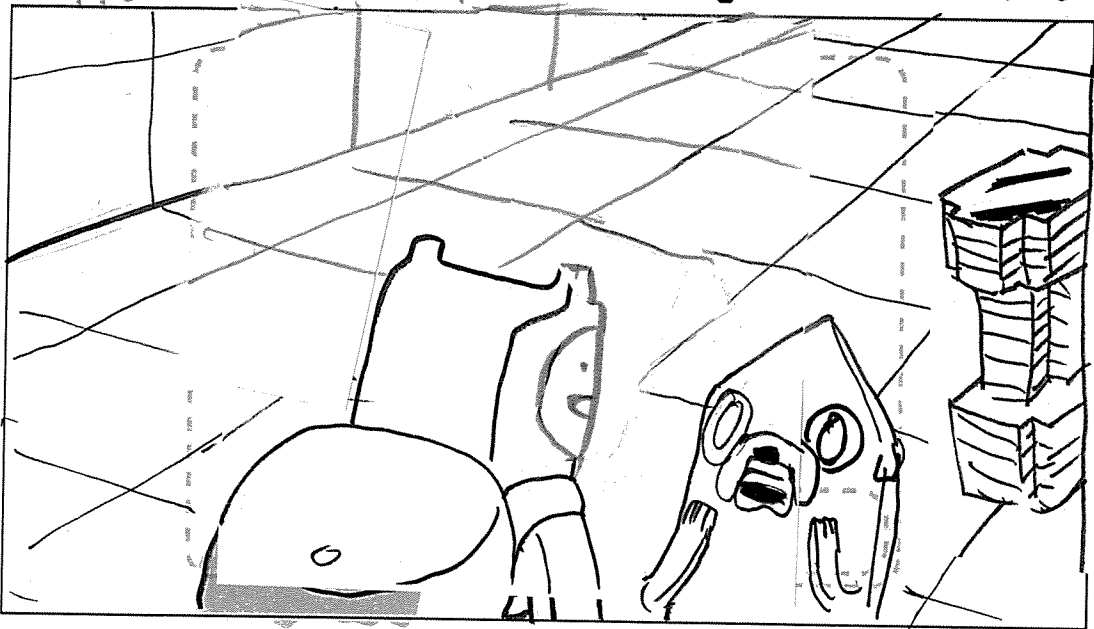


Sc. 142

Pnl. A

Bg.

day night

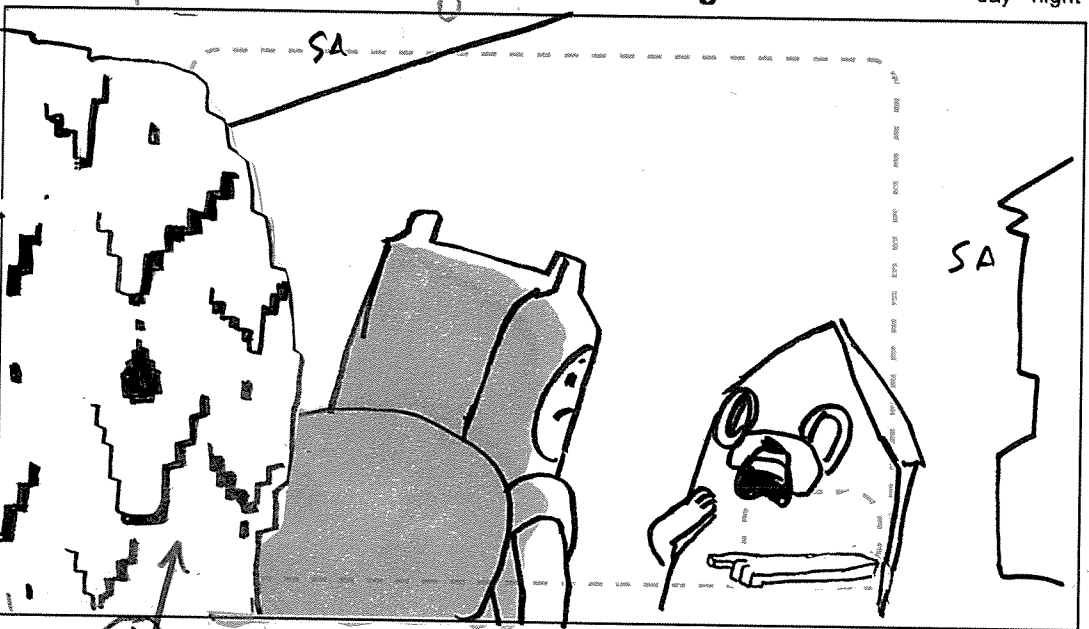


Sc. 142

Pnl. B

Bg.

day night



Dialog:

(F!) yes, dear?

Action:

Timing:

(J) NO! Behind You!

shadow moves up Finn's back

EPISODE # 100242  
Production :

# ADVENTURE TIME



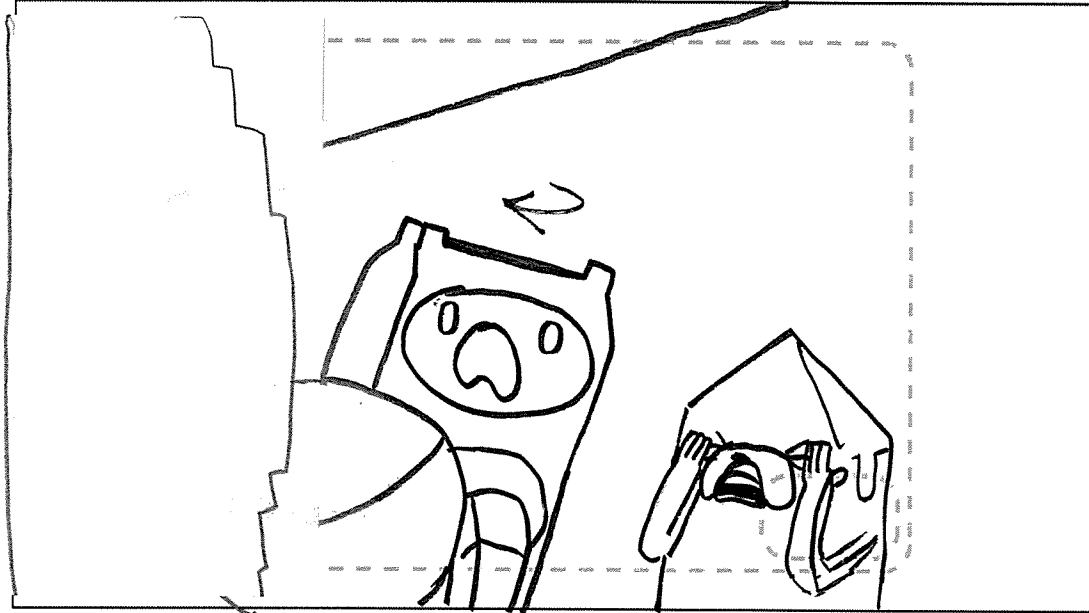
Page 165

Sc. 142

Pnl. C

Bg.

day night

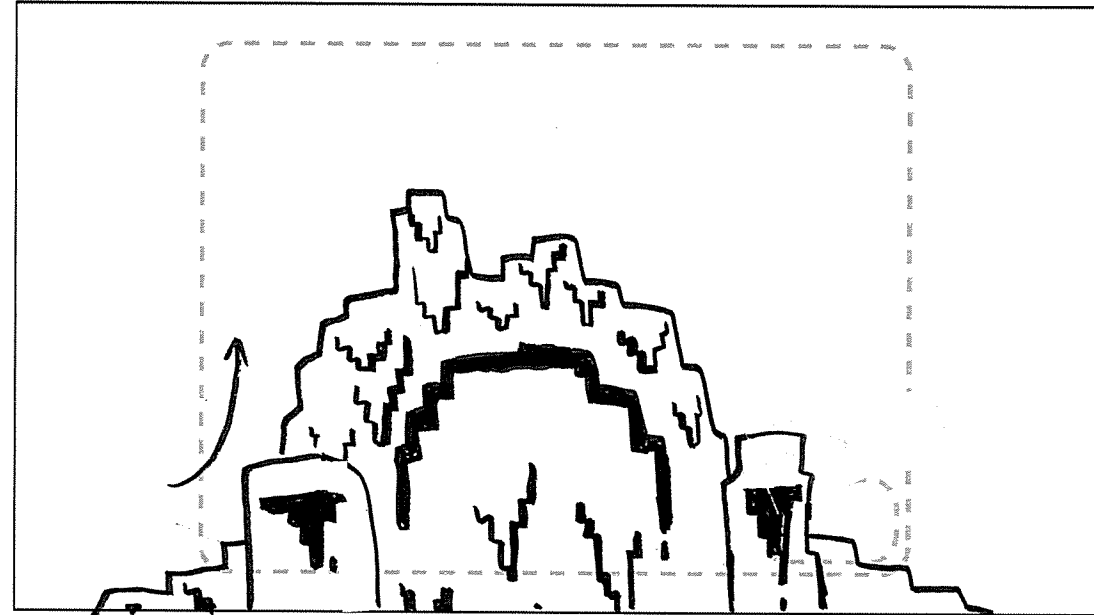


Sc. 143

Pnl. A

Bg.

day night



Dialog:

(F) (OS) YAARG!

Action:

Timing:

EPISODE #

100242

Production :

ADVENTURE TIME

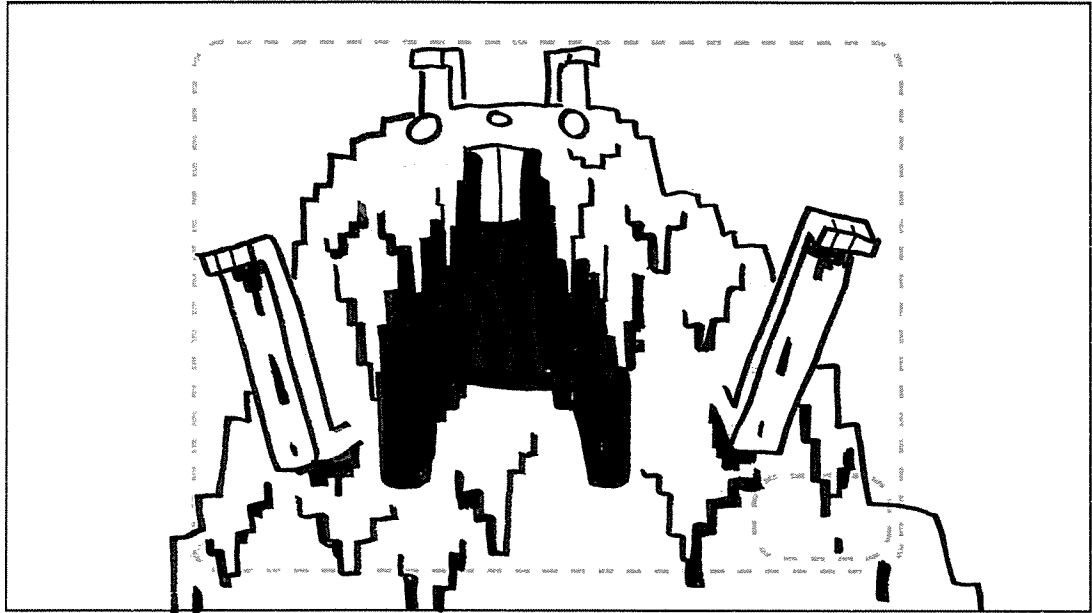


Sc. 143

Pnl. R

Bg.

day night



Sc. 144

Pnl. A

Bg.

day night



Dialog: (HB) RAW!!!

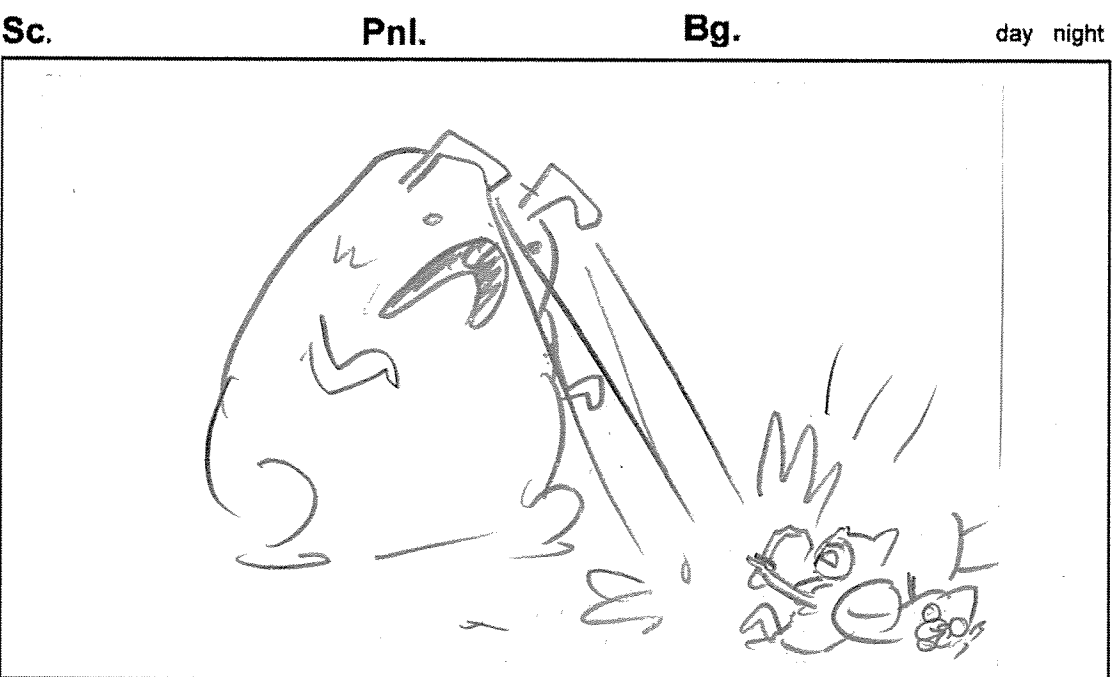
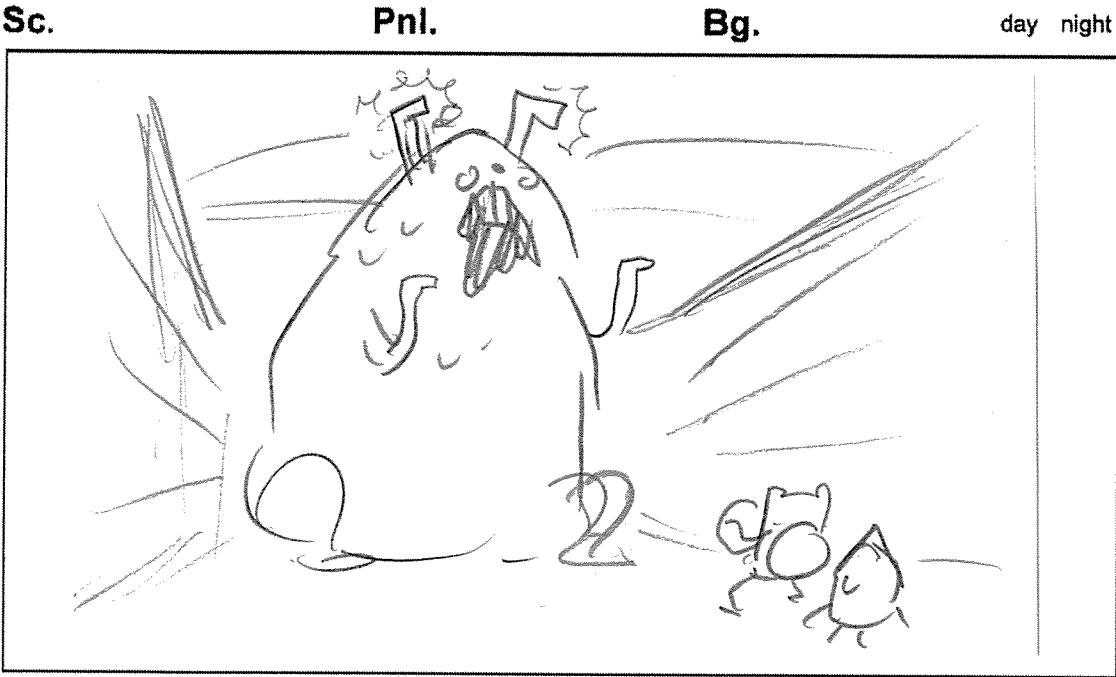
(J)&(F) Honey Bunny!

Action:

Timing:

EPISODE # 100242  
Production :

ADVENTURE TIME



Dialog:
≥ BLAST ≤
Action:
Timing:

# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action: <u>(Pant with characters)</u>
Timing:

EPISODE # 100242 Production :



# ADVENTURE TIME



Page 167

Sc. 144

Pnl. 8

Bg.

day night

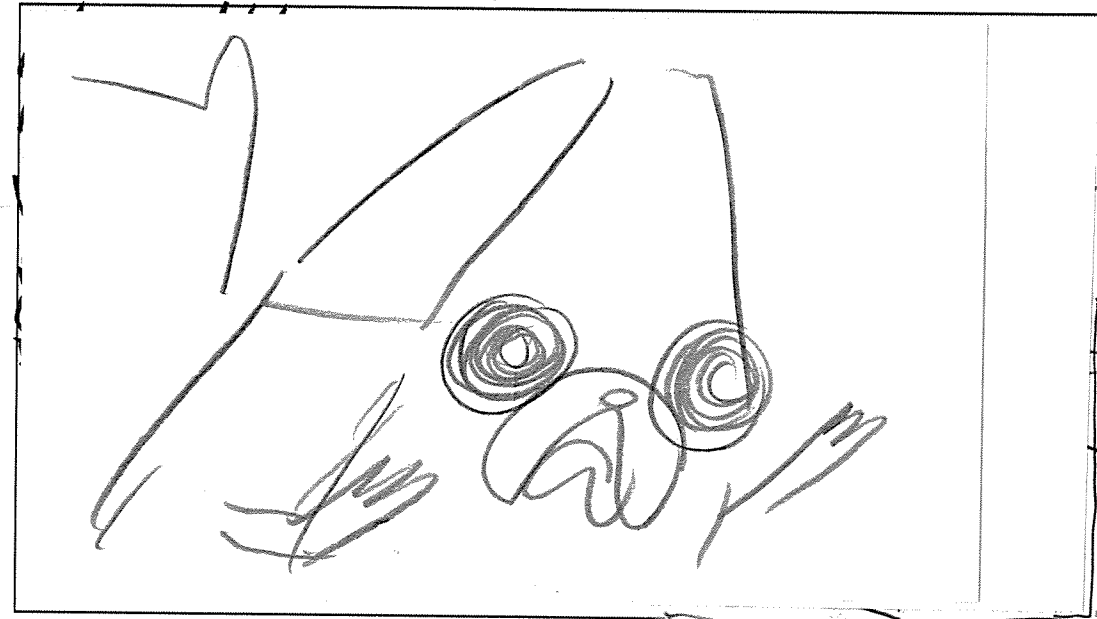


Sc. 145

Pnl. A

Bg.

day night



Dialog:

Ⓢ

Ⓜ MY MONEY!!

Action:

ⓗB Plasts honey from her ears. Finn Blocks honey  
With Coin, and Gets pushed backwards into Jake.  
Jake Knocks Over his stack of coins.

Timing:

Production :

100242

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	<p>=Bling = =Bling = =Bling =</p>
Action:	
Timing:	

EPISODE # 100242  
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	= BING =	⑤ NOOOO!!!
Action:		
Timing:		

100242  
EPISODE #  
Production :

# ADVENTURE TIME



Page 167C

Sc. 146

Pnl. C

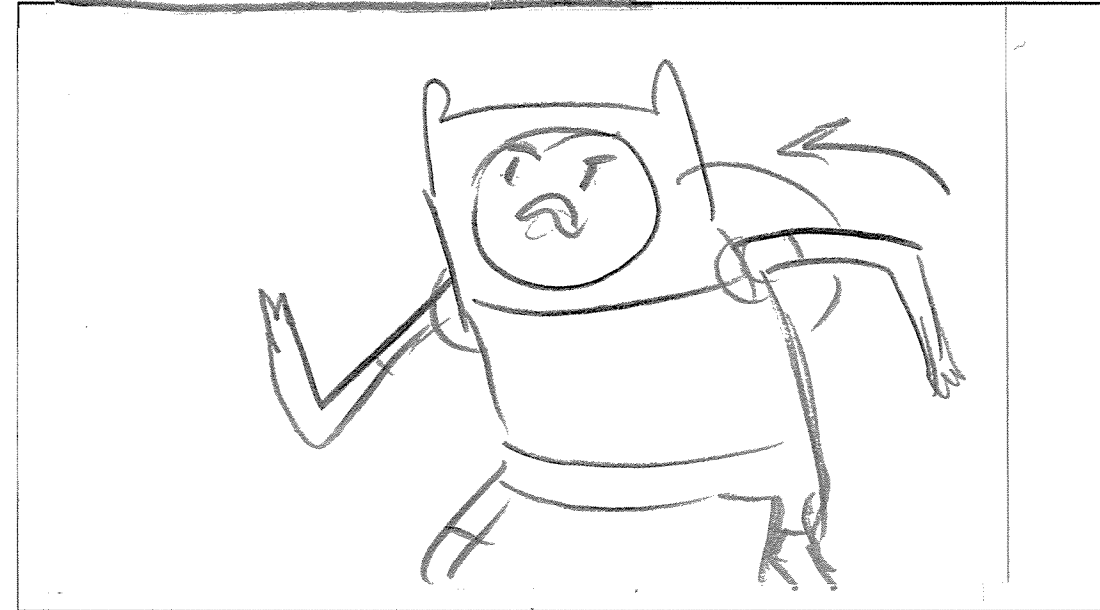
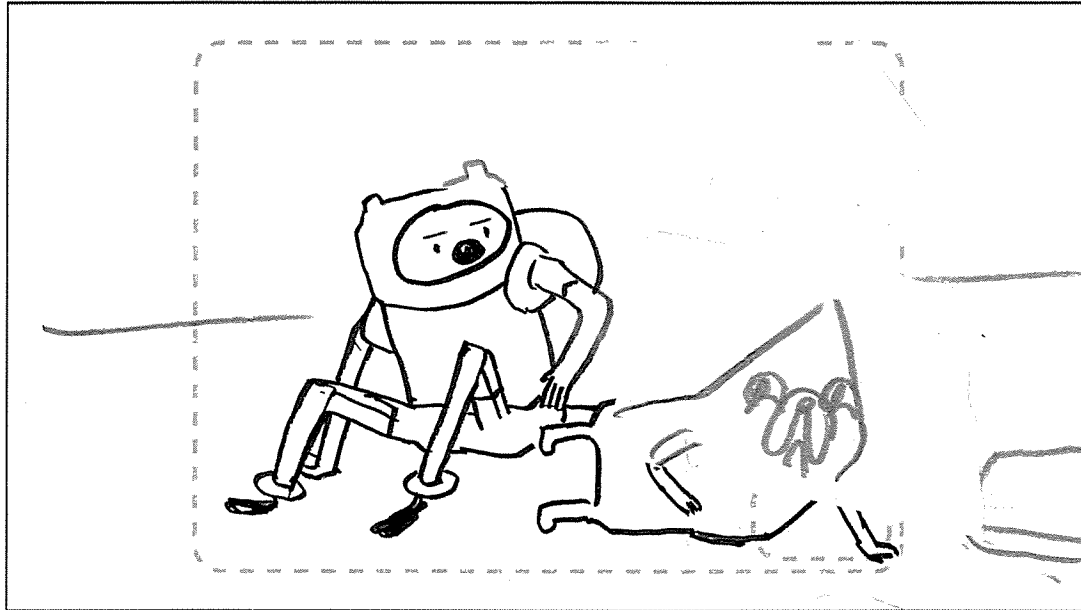
Bg.

day night

Sc

Bg.

day night



Dialog:

(F) Forget the money,  
time to use !!!

Action:

*Exp*

Timing:



(F) the Bomb.

EPISODE # 100242

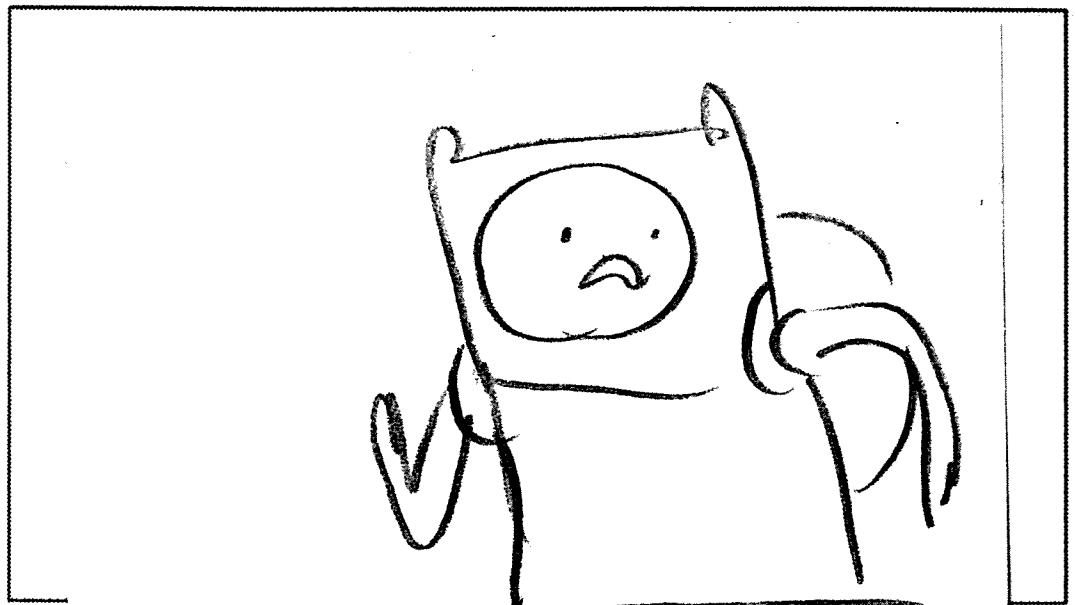
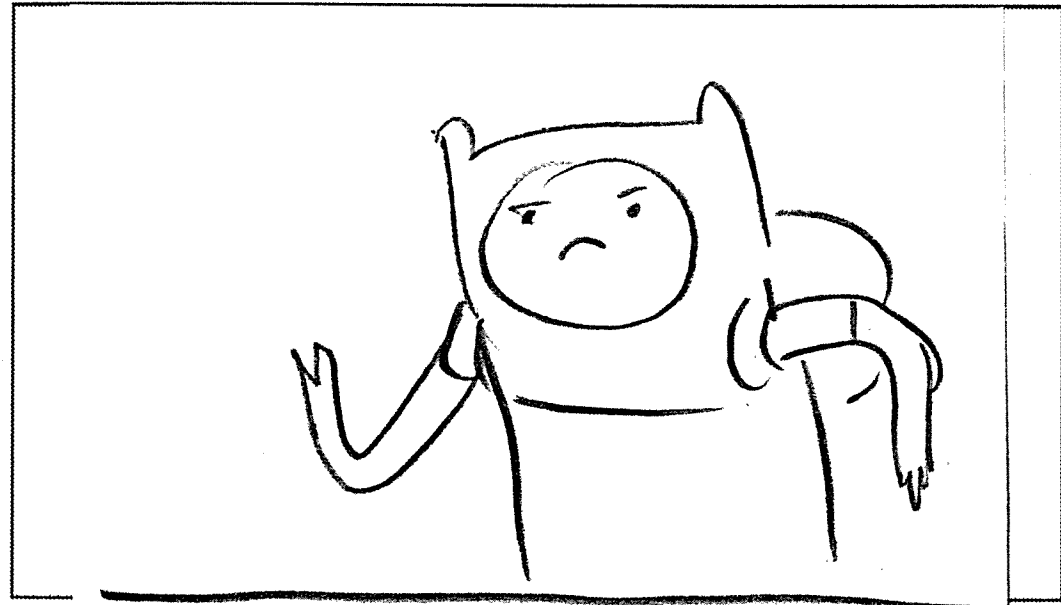
Production :

ADVENTURE TIME



Page 167D

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialo

Actio

(F) Jake, how-do-ya think  
I select the Bomb  
without a select  
Button?!

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 167E

Sc.

Pnl.

day night

Sc.

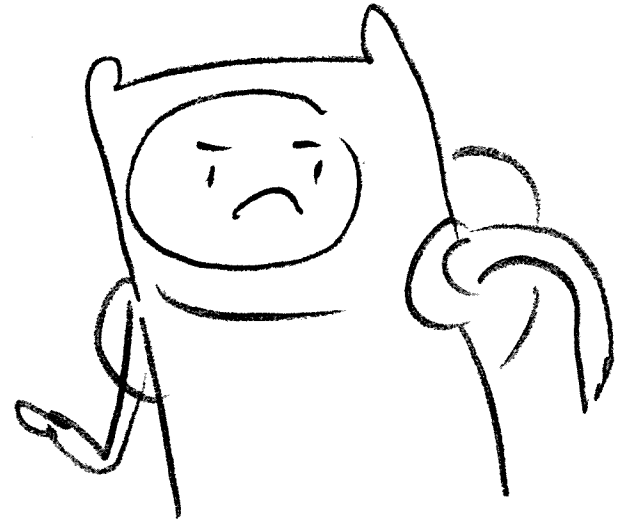
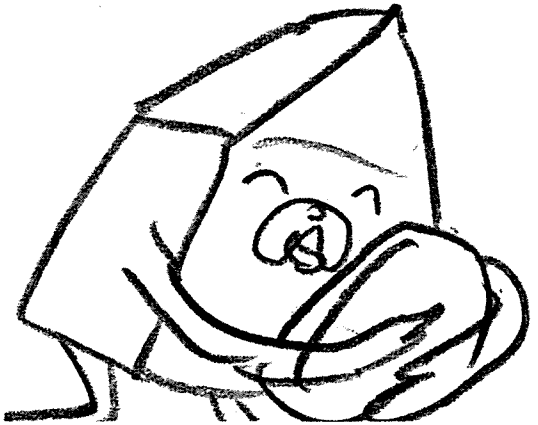
Pnl.

Bg.

day night



① my beautiful... money...



② hmmph!

EPISODE #

100242

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialo</p> <p>(HB) (O.S.) ÷ ROAR!!!</p>									
<p>Actio</p>									
<p>Timing:</p>									

EPISODE # 100242

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# ADVENTURE TIME



Page 167G

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
BLAST!!
Action:
Timing:

EPISODE # 100242

Production :



ADVENTURE TIME

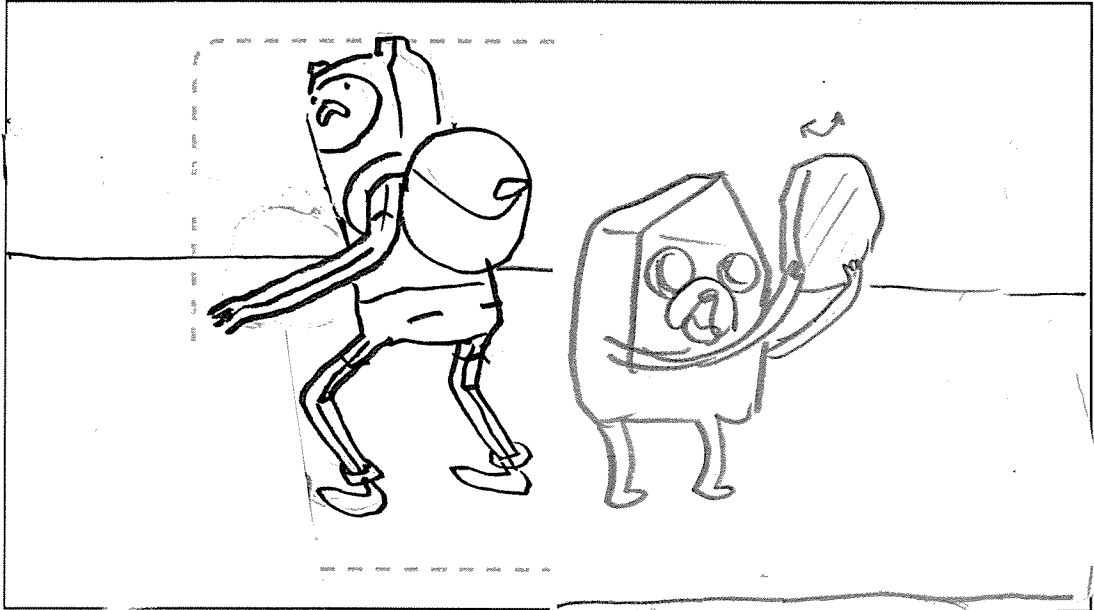


Sc. 146

Pnl. A

Bg.

day night

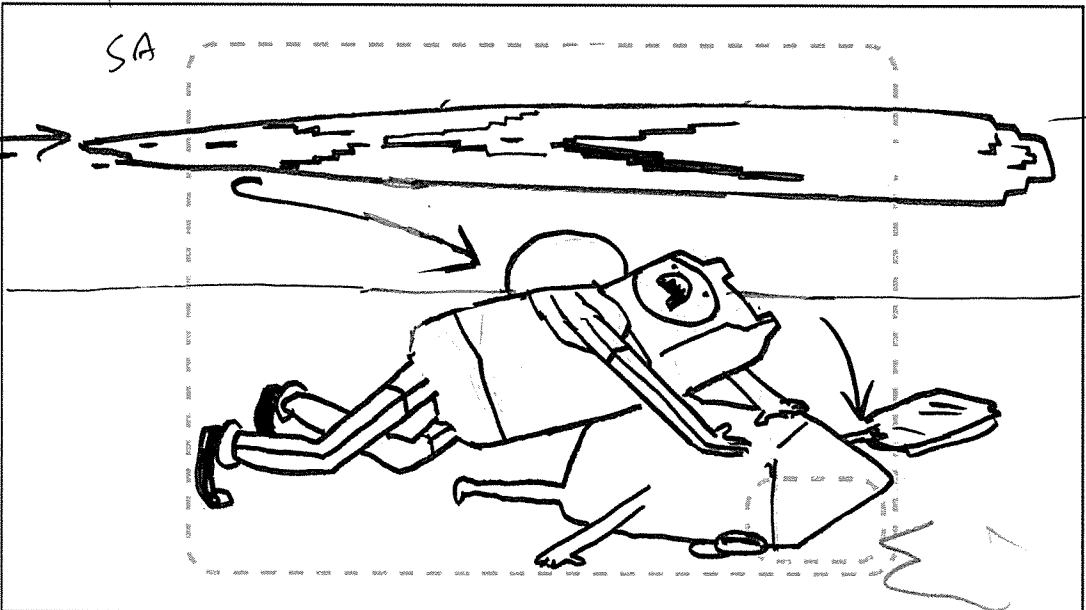


Sc. 146

Pnl. B

Bg.

day night



Dialog:

Action

Timing

(Game Stx) (Honey blast) (F) GET DOWN!

EPISODE #

100242 out

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(F) ALRIGHT...
Action:	
Timing:	

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 108B

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialo

Ⓕ Select - Bomb.

Actio

Timing:

EPISODE #

100242

Production :

# ADVENTURE TIME



Page 168c

Sc.

Pnl.

Bg.

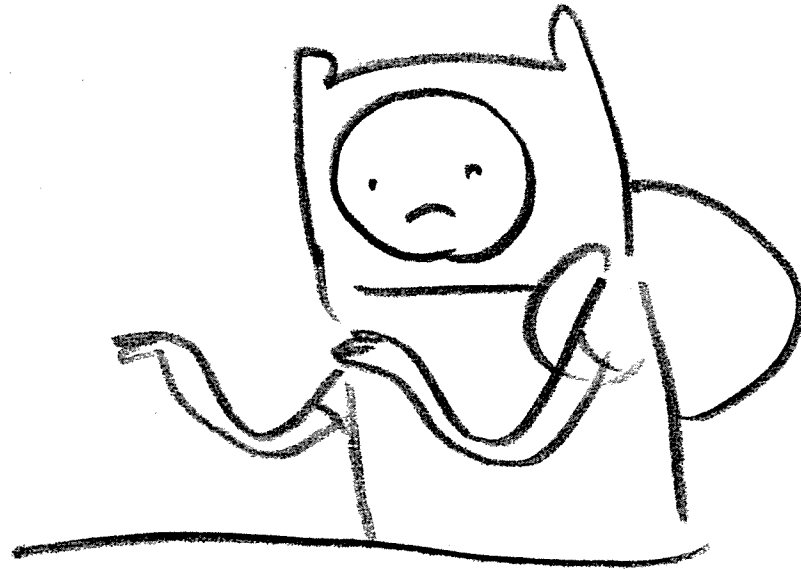
day night

Sc.

Pnl.

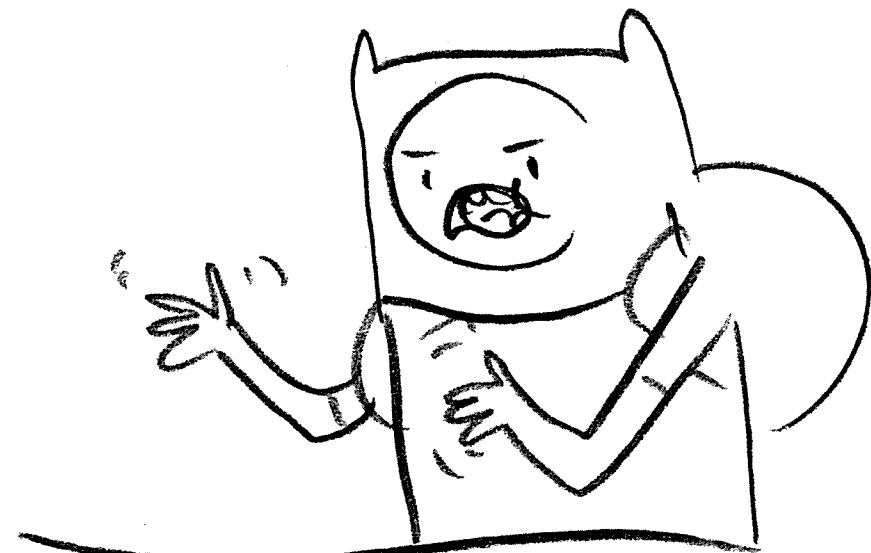
Bg.

day night



Dialog

Action



ⓕ select Bomb!

Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Page 168 D

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div>Dialo</div>									
<div>Actic</div>									
<div>Timing:</div>									


EPISODE # 100242  
Production :

# ADVENTURE TIME



Page 168 E

Sc. Pnl. Bg. day night

001	inventory:	
-----	------------	---

Dial	
Action	

Timing:

Sc. Pnl. Bg. day night



(F) Freedom...  
... have they  
forgotten me?

EPISODE #

100242

Production :

# ADVENTURE TIME



Page **168F**

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<b>Diak</b>									
<b>Actio</b>									
<b>Timing:</b>									

EPISODE # **100242**

Production :

# ADVENTURE TIME



Page 1686

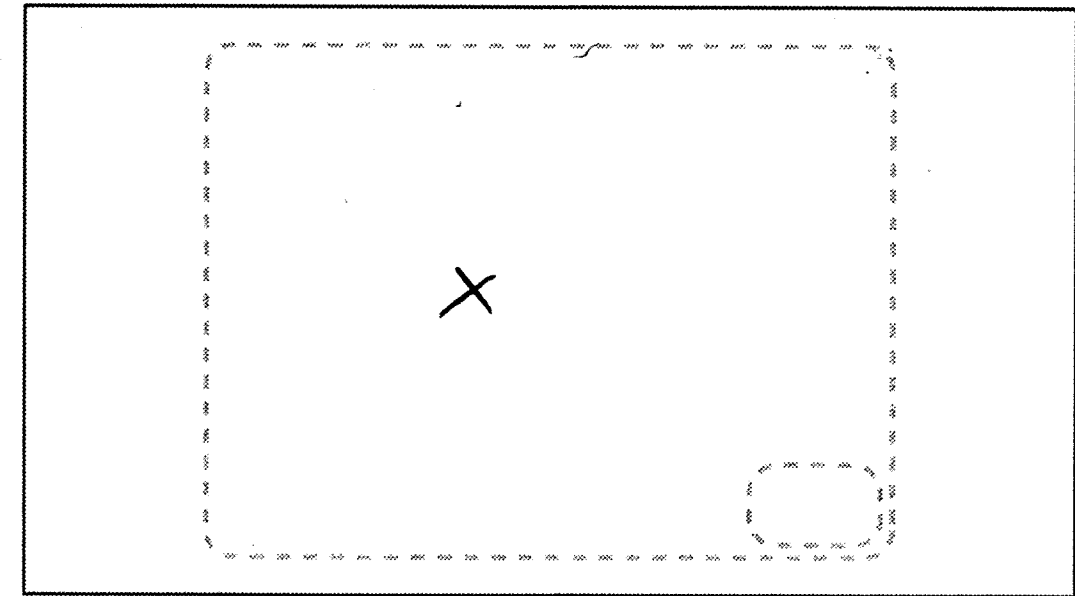
Sc. Pnl. Bg. day night



Dia (F) mmm!  
 Act

Timing:

Sc. Pnl. Bg. day night



EPISODE # 100242

Production :

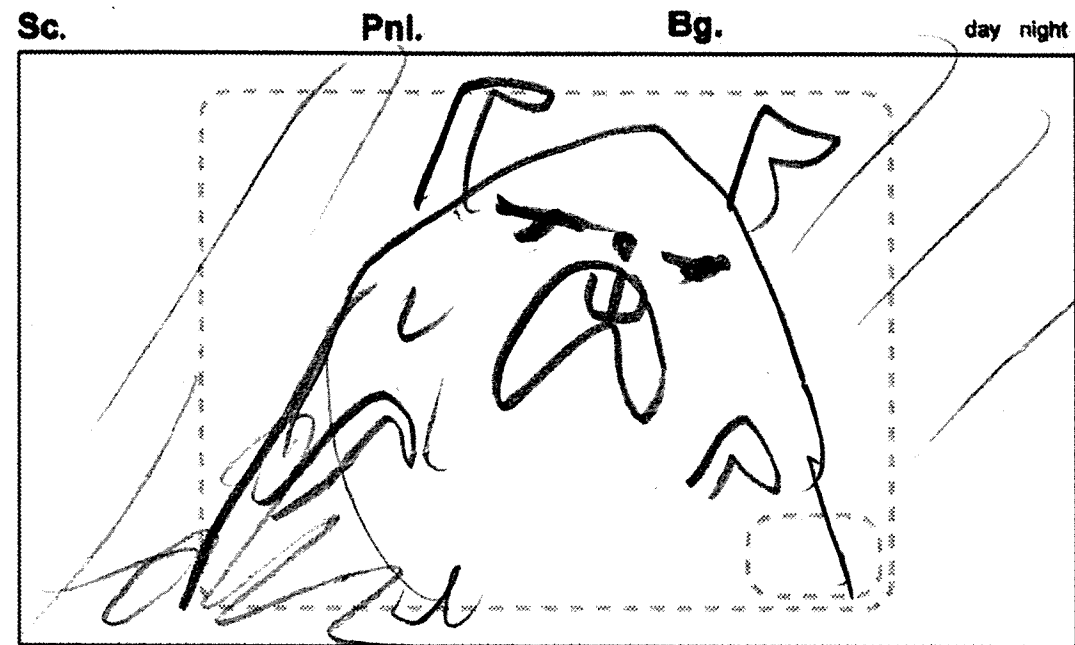
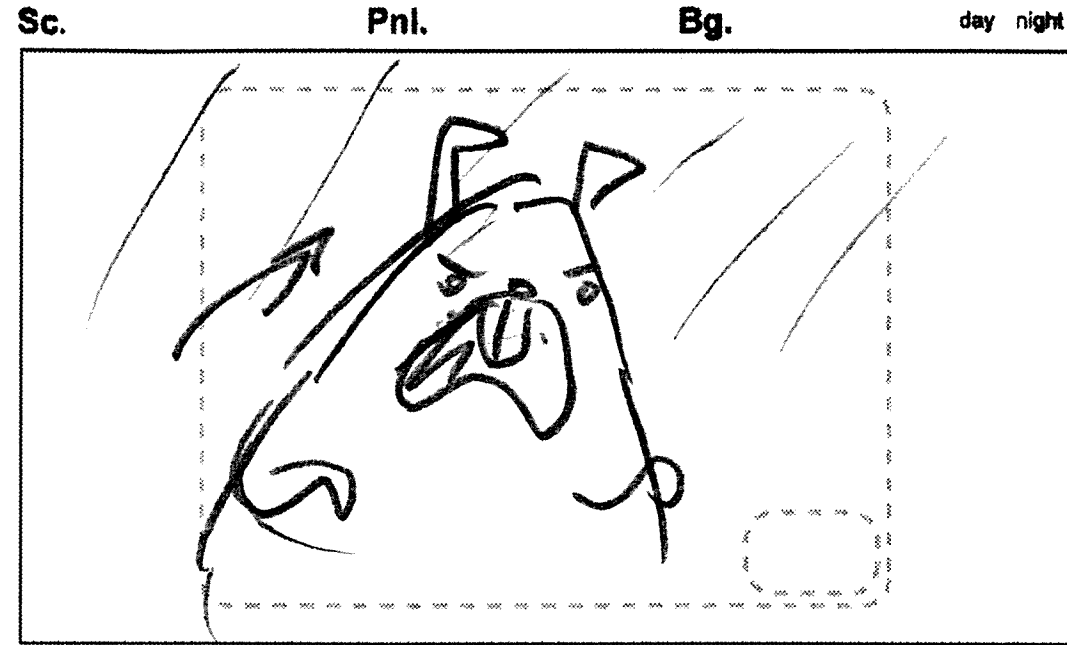
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# ADVENTURE TIME



Page 168H



Dialog:

(HB) ROAAAR ~ ~ ~

Action:

Timing:

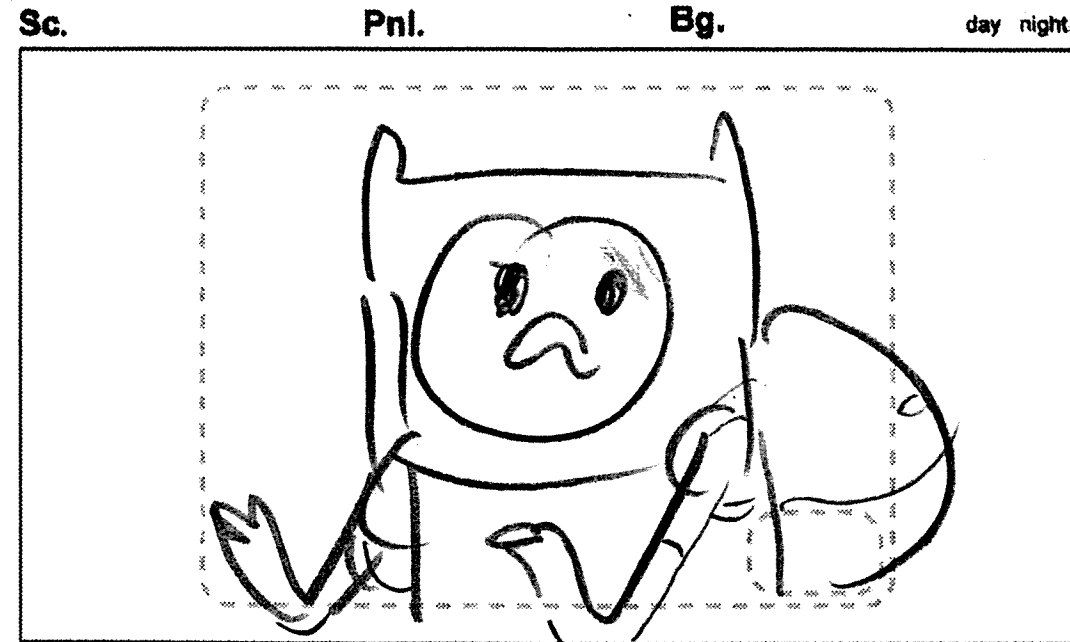
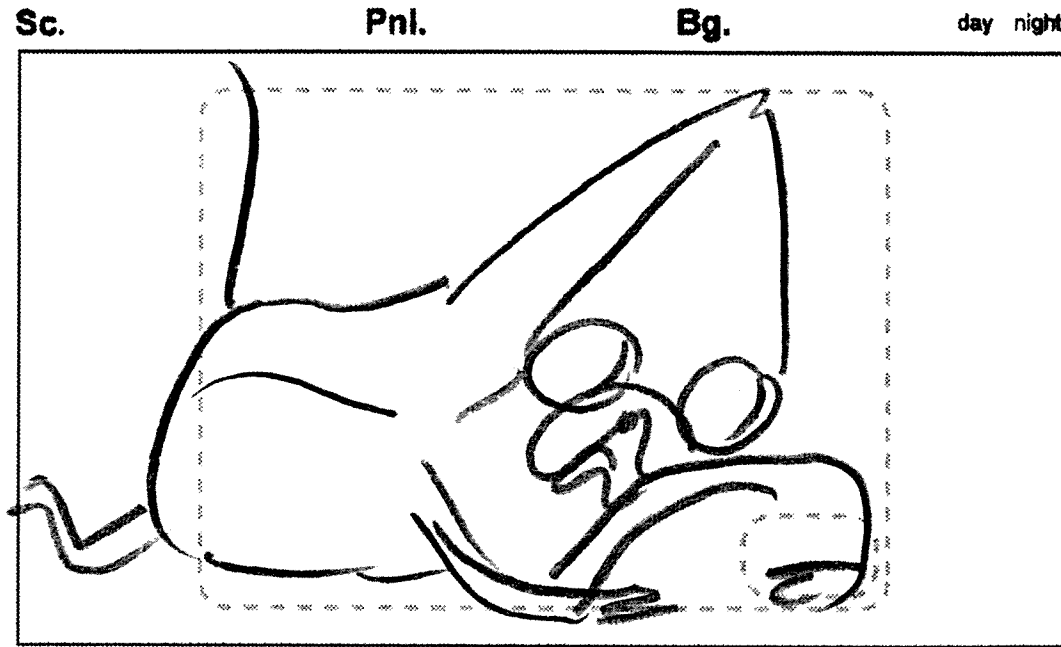
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 168I



EPISODE #  
100242

Dialog:  
 (J) let's get outta here Finn!  
 I Don't want anything  
 to happen to my money!

(F) MAN, WE NEVER  
 RUN away FROM  
 Honey Bunny!

Action:

Timing:

Production :

ADVENTURE TIME



Sc. 146 Pnl. C Bg. day night

Sc. 147 Pnl. A Bg. day night

Dialog:

Action:

Timing:

(HB) CHARGE UP Honey BLAST

(Hunny Bunny charges up honey Blast)

EPISODE # 100242

Production :

ADVENTURE TIME

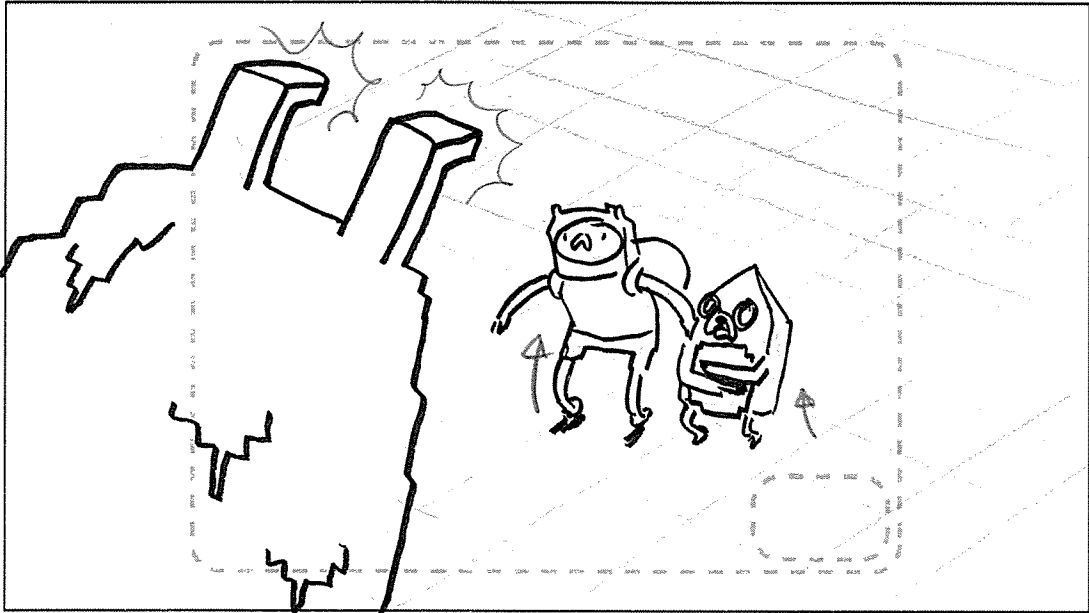


Sc. 155

Pnl. A

Bg.

day night

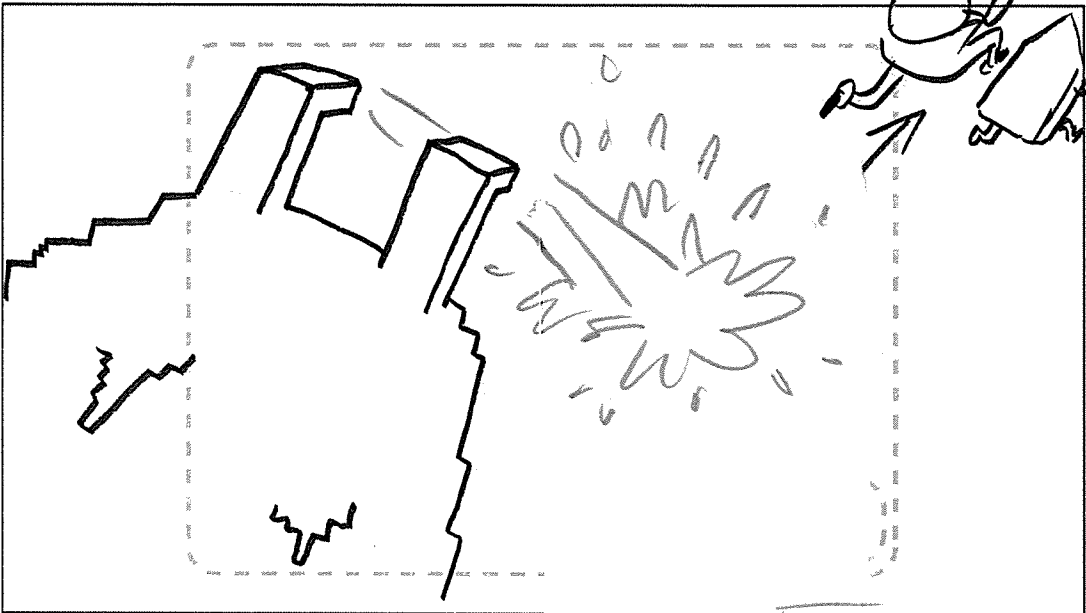


Sc. 155

Pnl. B

Bg.

Page 176  
day night



F85  
OUT

Dialog:
Action:
Timing:

EPISODE # 100242  
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	ⓕ the fire pit... Bouncy Bee... Honny Bunny...
Action:	
Timing:	

100242  
# EPISODE #

Production :

# ADVENTURE TIME



Page 178

Sc. 157

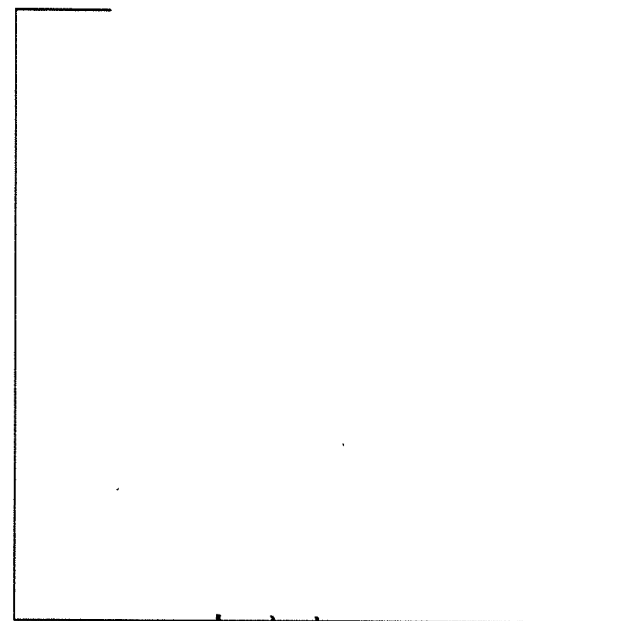
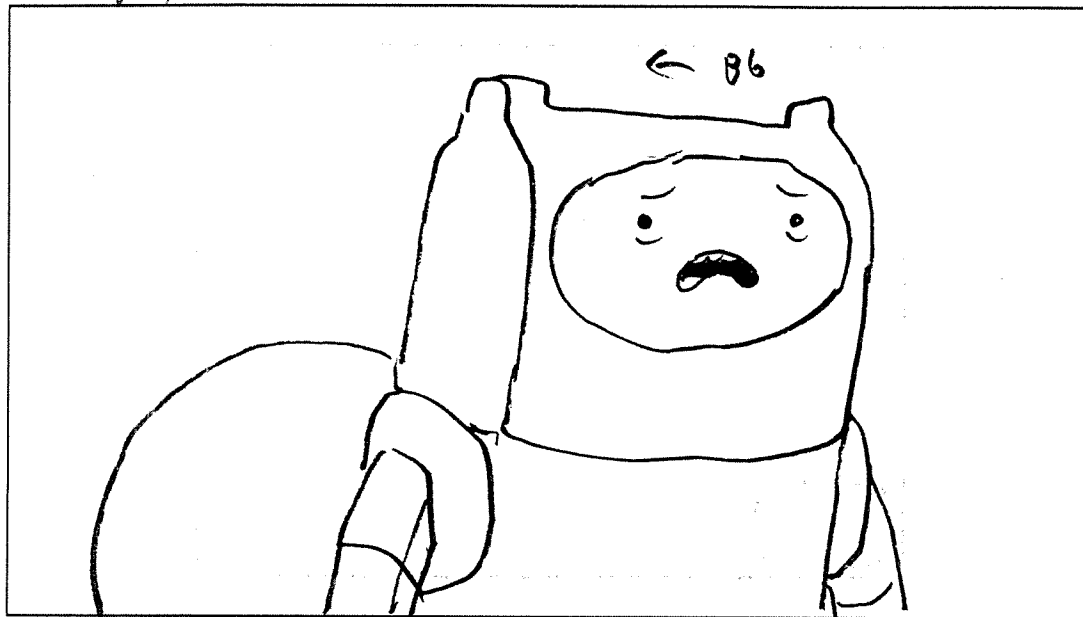
Pnl. A

Bg.

day night

Sc.

ht



Dialog: ⑤ they're supposed to be the EASY parts!.

Action:

Timing:

EPISODE #  
100242

Production :

# ADVENTURE TIME



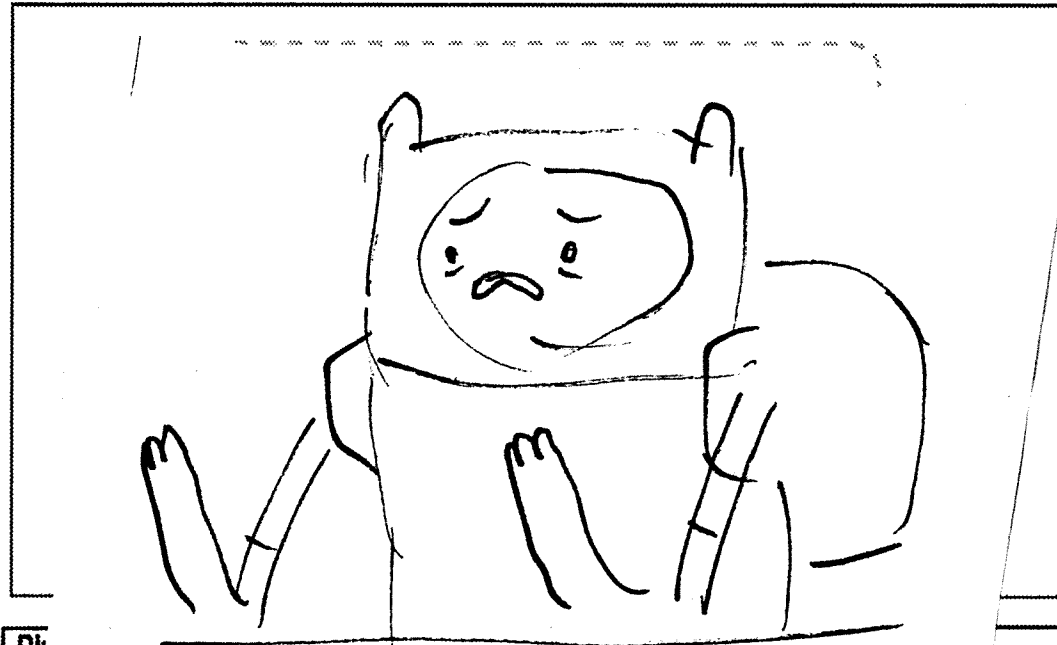
Page 178A

Sc. 157

Pnl. B

Bg.

day night



Di

but they're all  
hard as butts.

Act

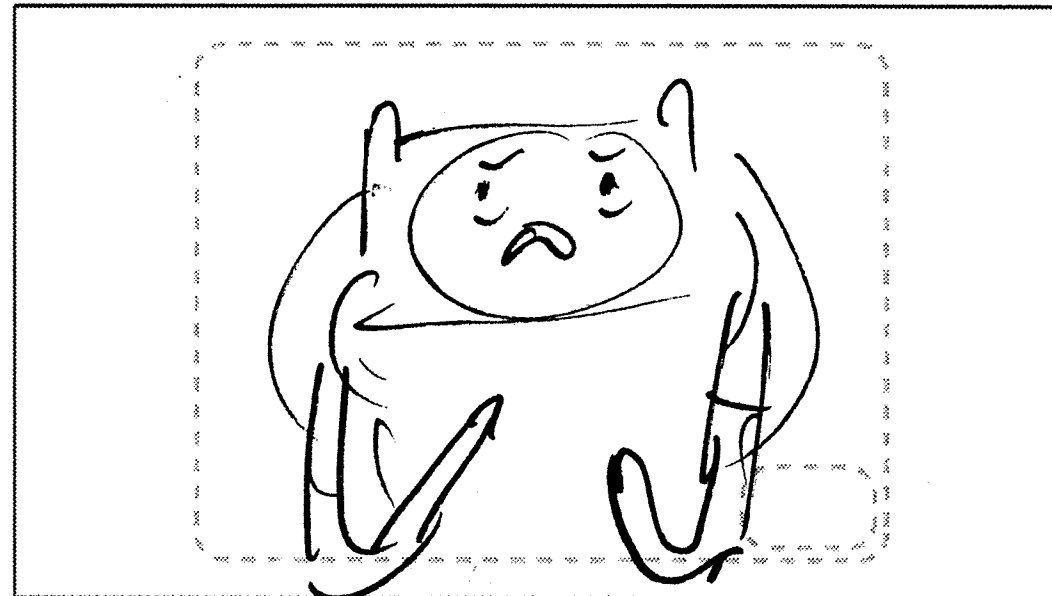
Timing:

Sc. 157

Pnl. C

Bg.

day night



silly Sam... is  
gonna be the ultimate  
butt kicker.

Production :

EPISODE #

100242

# ADVENTURE TIME



Page 178B

day night

Sc.

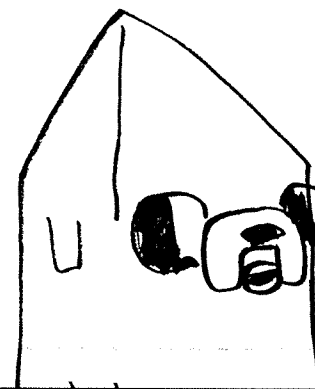
155

Pnl.

D

Bg.

day night



← BG

① Look Finn, The  
most important thing  
to remember

Dialog

Action:

Timing:

100242

EPISODE #

Production :



# ADVENTURE TIME



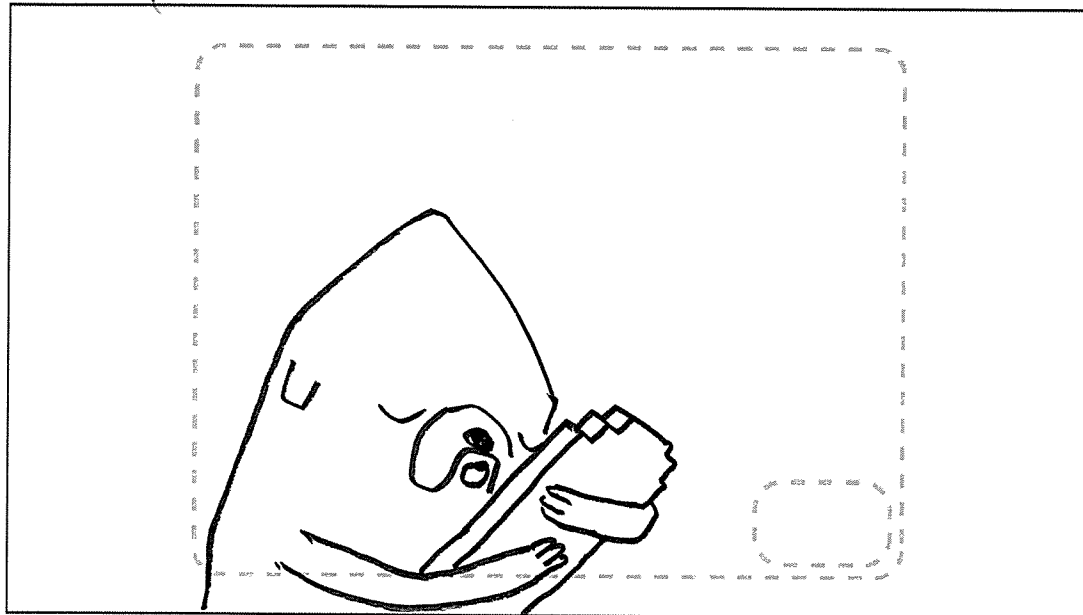
Page 179

Sc. 159

Pnl. A

Bg.

day night

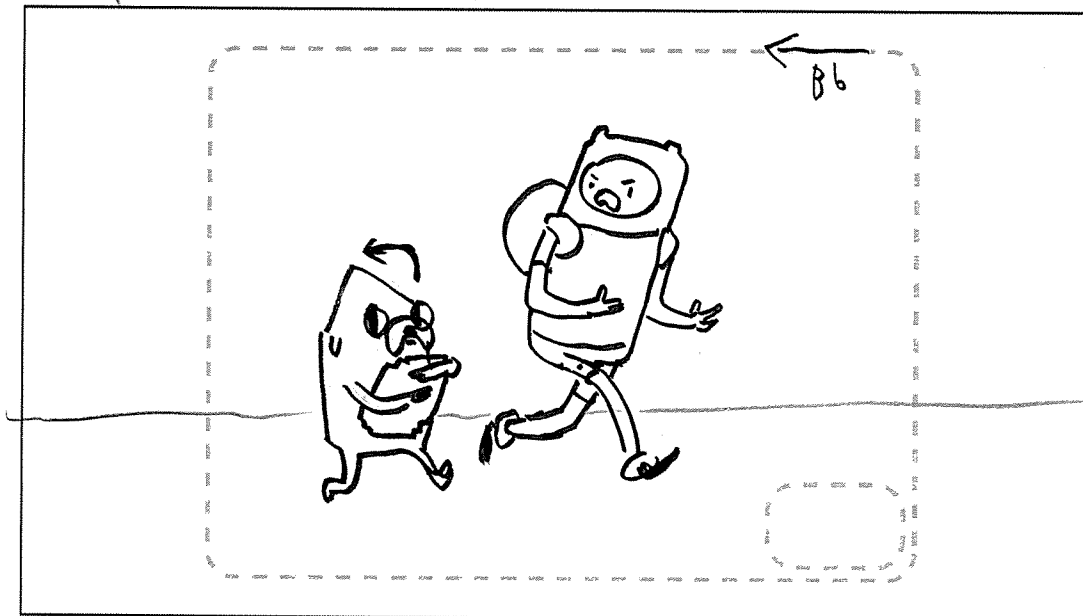


Sc. 160

Pnl. A

Bg.

day night



Dialog:

① Is that I still have one giant coin.

② man, Get ahold of your Brains!  
We need to stay alert for Silly Sam!

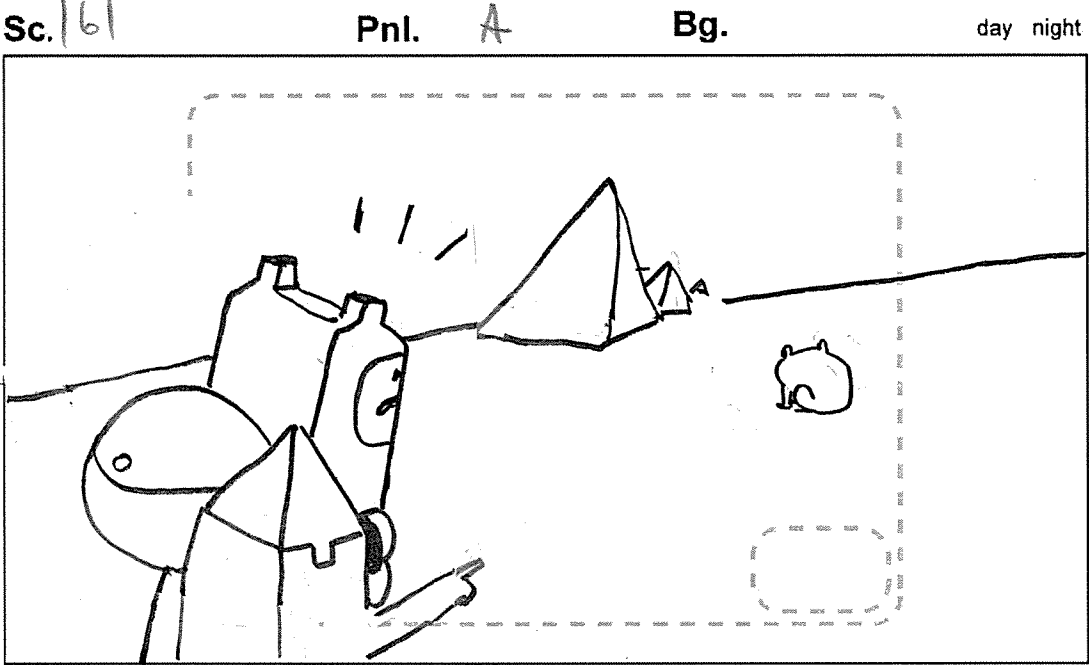
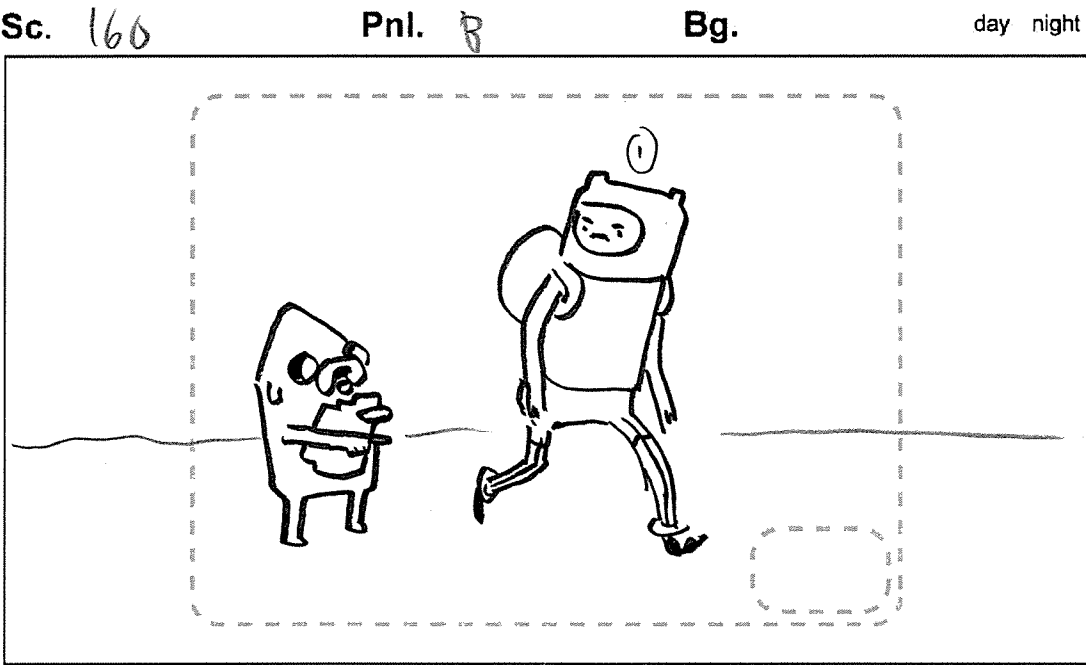
Action:


Timing:

EPISODE # 100242

Production :

ADVENTURE TIME



Dialog:	① Hey, that's him right there!
Action:	
Timing:	

Production : 100242

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
		(wshed) Fi get down!!							
Timing:									

EPISODE # 100242  
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	(F) What's he doing?
Action:	take rubs coin..
Timing:	

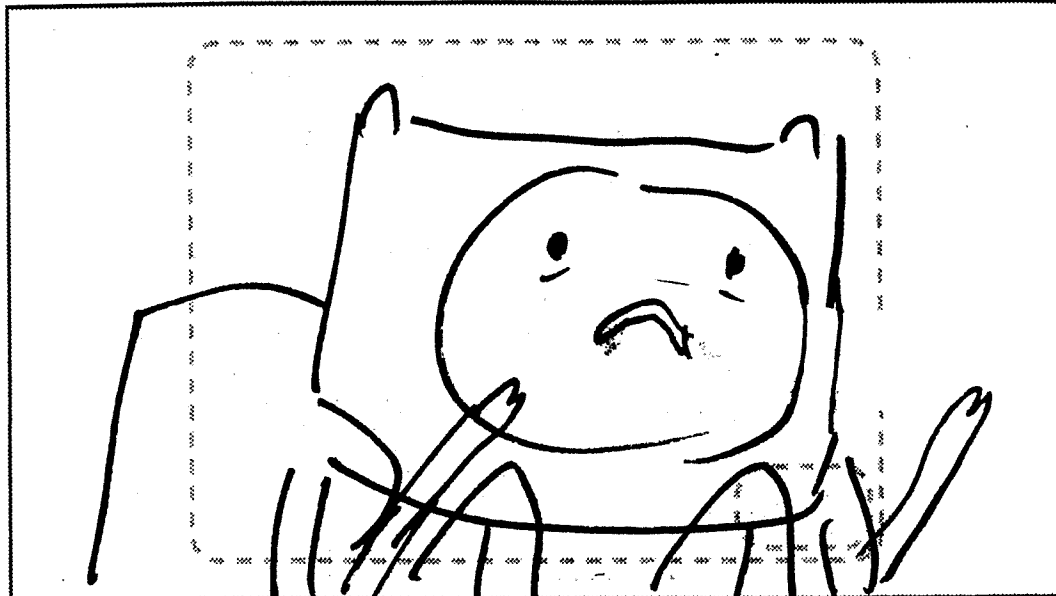
EPISODE # 100242  
Production :

# ADVENTURE TIME



Page 182

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

..

Action:

Timing:

EPISODE #  
100242

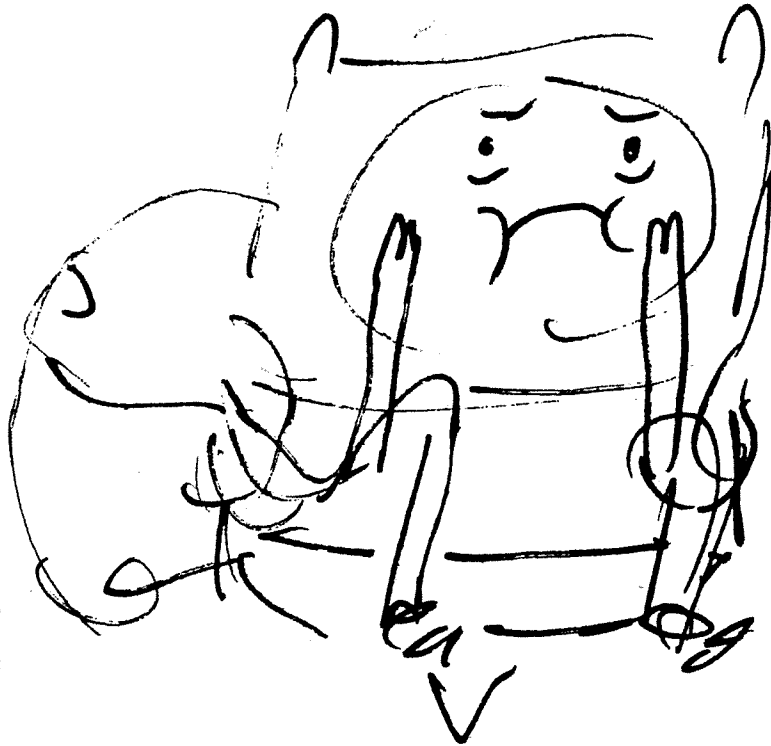
Production

Sc.

Dialc

Action:

Timing:



night

Sc.

Pnl.

Bg.

day night

Page 182A ~~182~~

EPISODE #

Production :

100242

Sc.



night

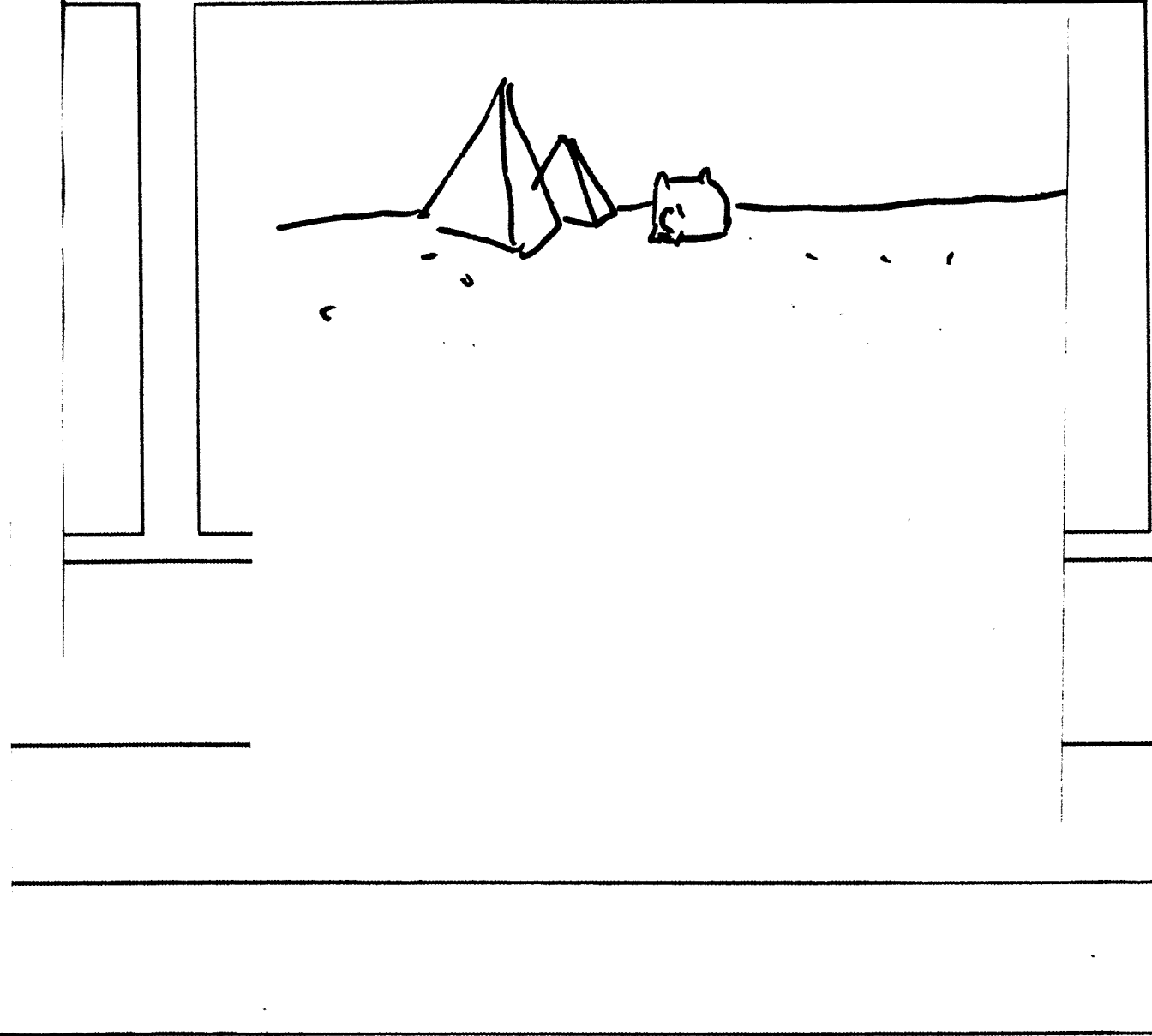
Sc.

Pnl.

Bg.

day night

Page 182C



Production :

EPISODE #

100242

# ADVENTURE TIME



Page 182 D

Sc.

Pnl.

Bg.

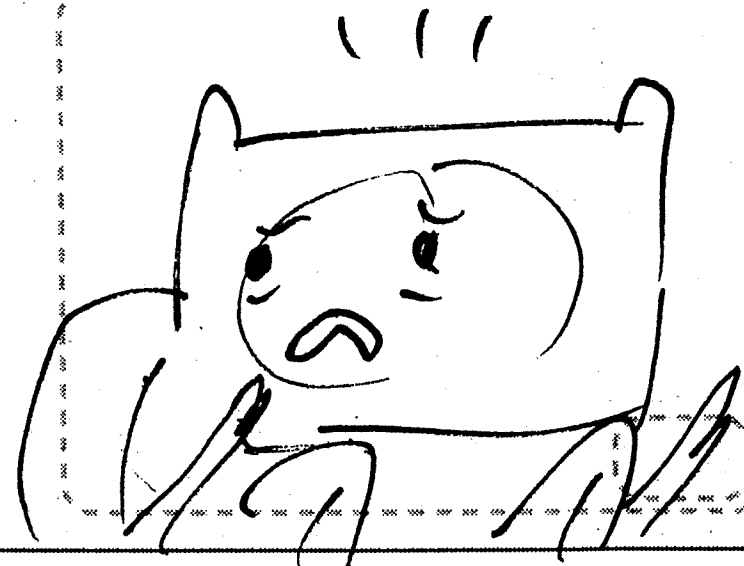
day night

Sc.

Pnl.

Bg.

day night



and why's he so  
tiny man?! everyone  
else was HUGE!!

100242

EPISODE #

Production

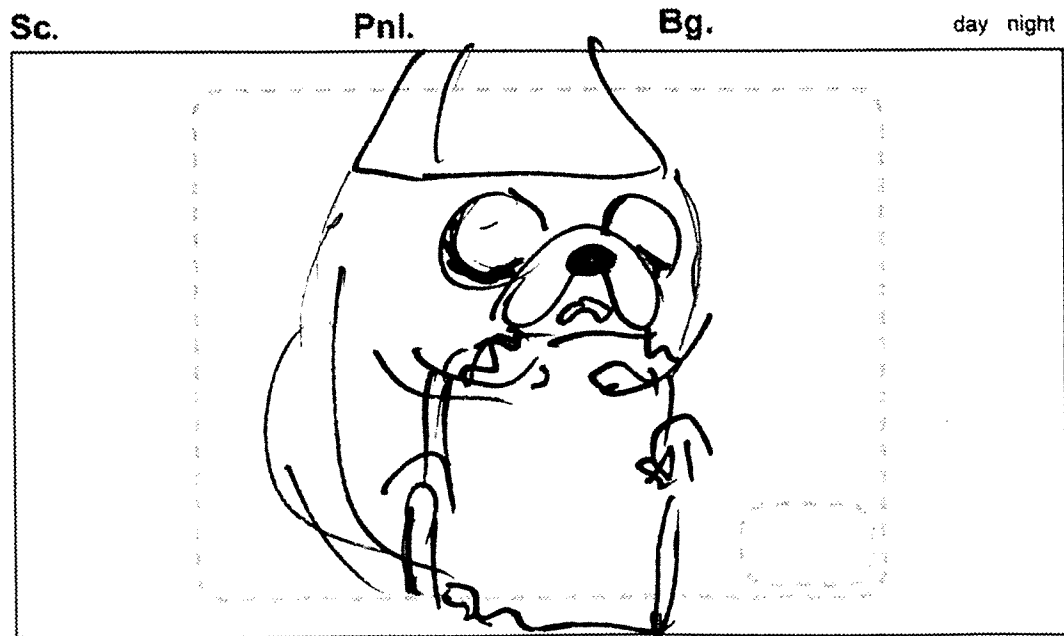
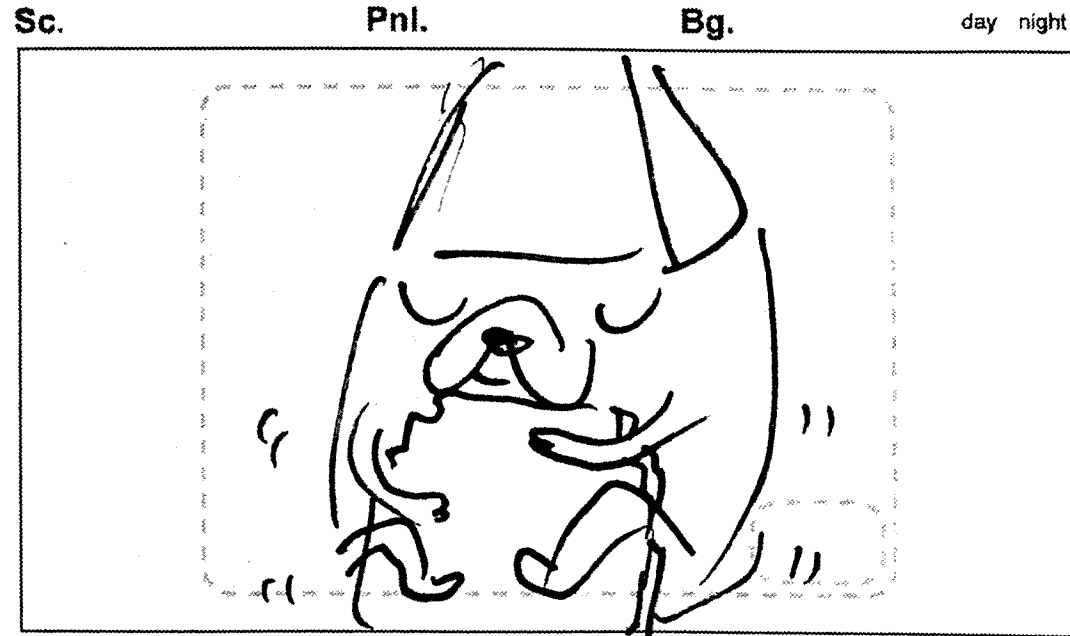


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# ADVENTURE TIME



Page 182E



Dialog:

⑦ huh? (I don't know noise)

Action:

rubbing coin.

Timing:

100242

EPISODE #

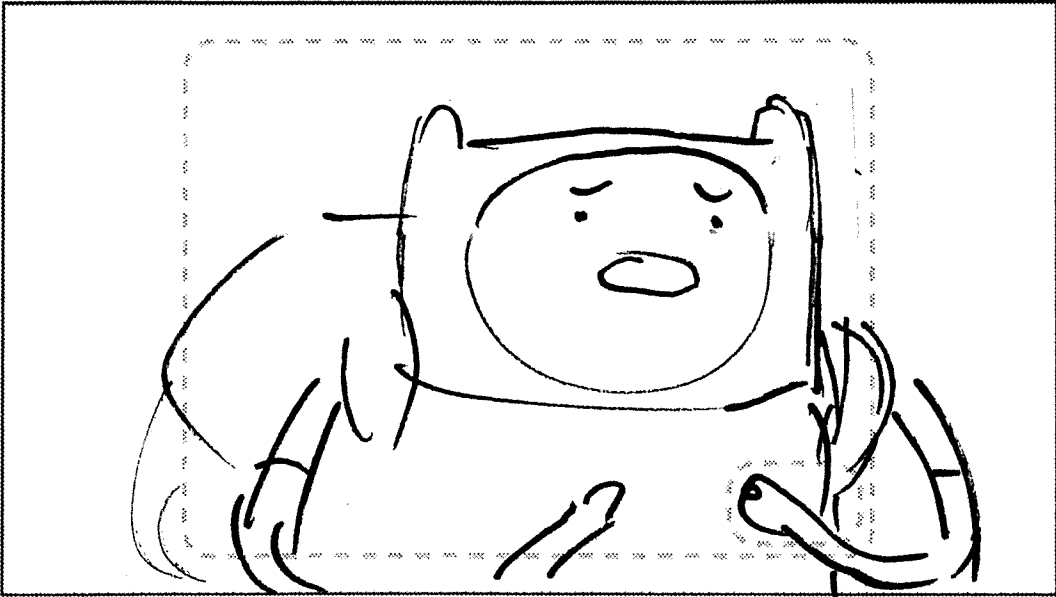
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night



Dialog:

he's probably tryin  
to sike me out.

Action:

Timing:

Sc. Pnl. Bg. day night



EPISODE #

100242

Production :

ADVENTURE TIME



Page 182

Sc.	Pnl.	Bg.	day	night
Draw				
Action				
Timing:				

Sc.	Pnl.	Bg.	day	night

Production : EPISODE # 100242

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ADVENTURE TIME



Page 182H

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
mmm!
Action:
Timing:

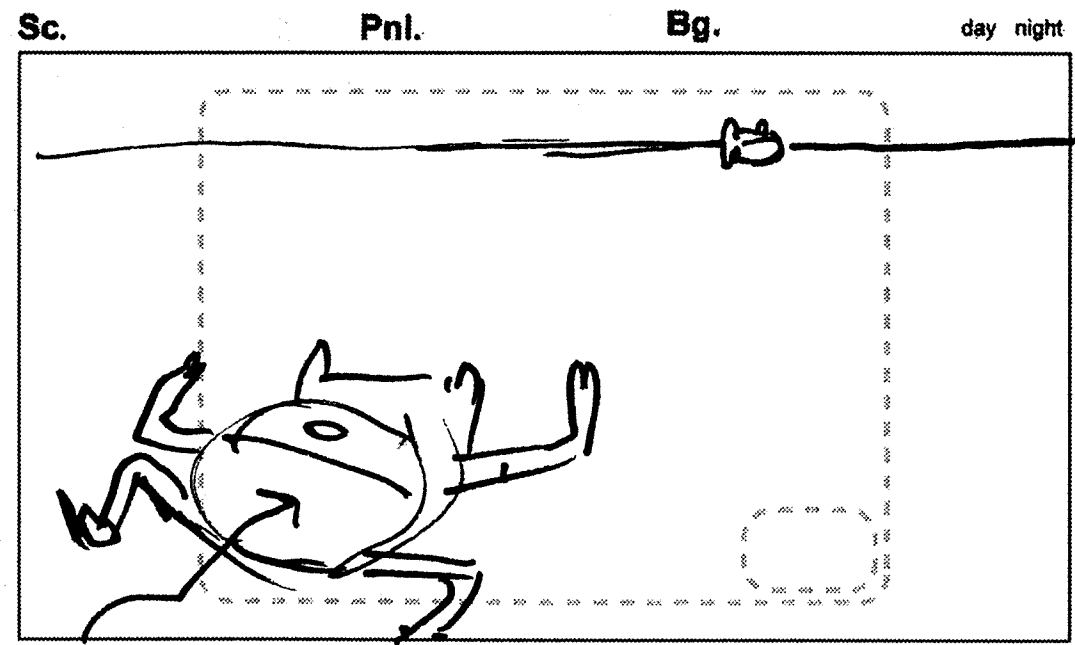
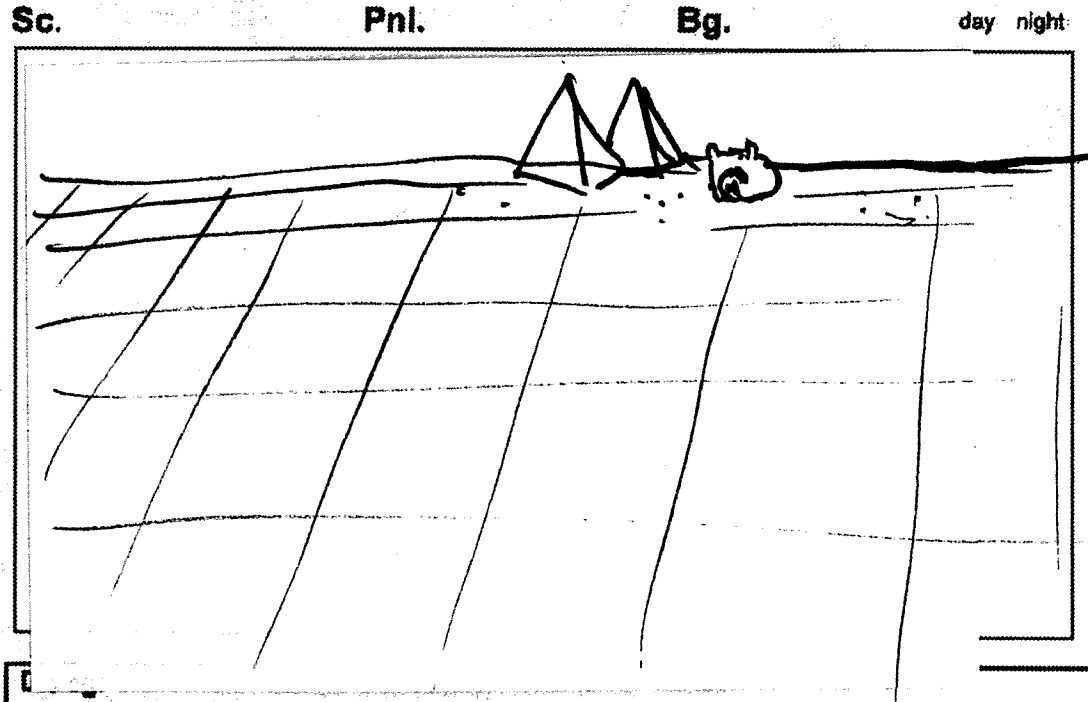
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 182 I



Action:

Timing:

crawls in..

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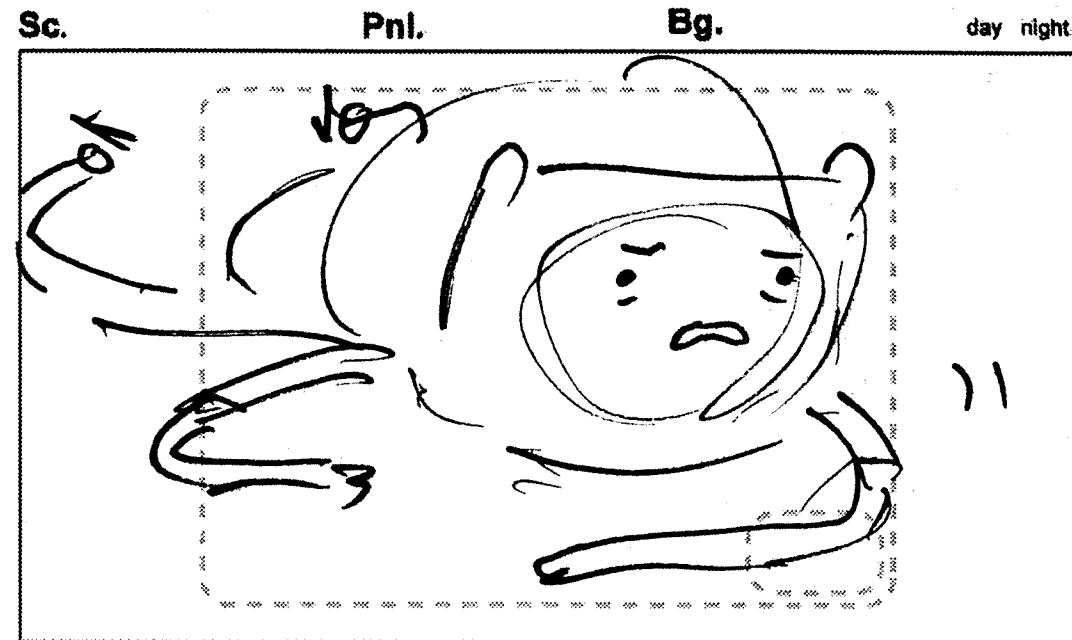
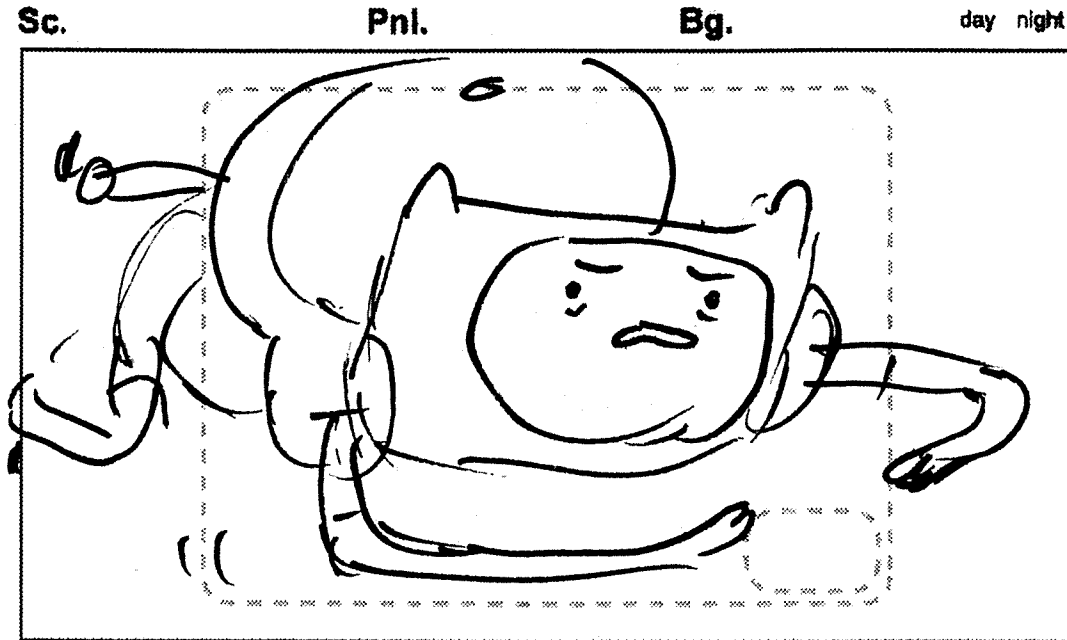
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 182J



Dialog:

(F!) (whispered) I'm.. I'm gonna break you.. Sam when I'm done they'll call you

Action:

(crawling)

Timing:

EPISODE #

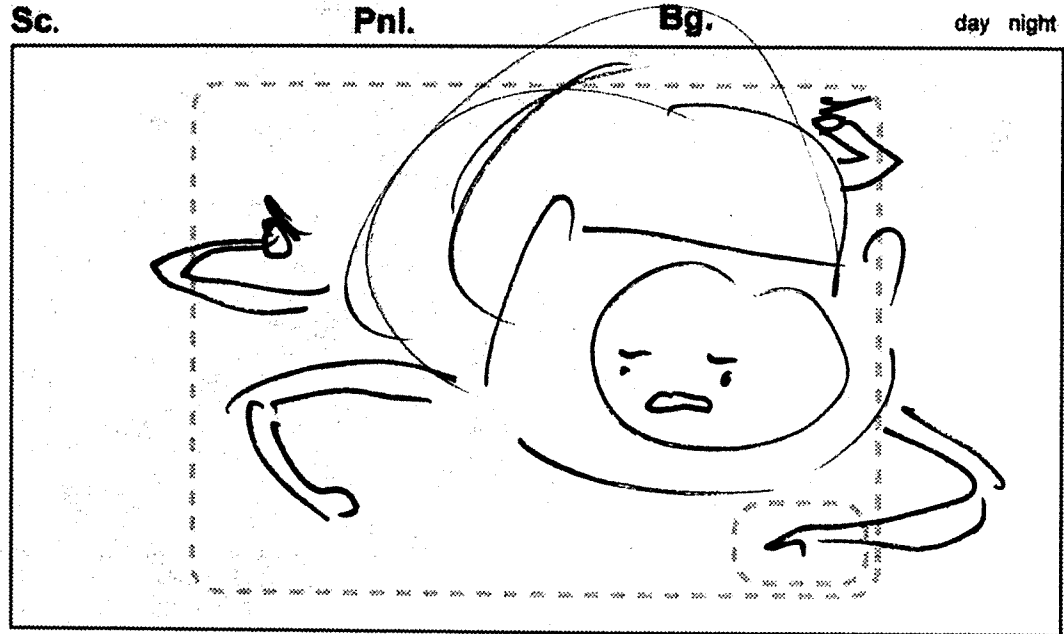
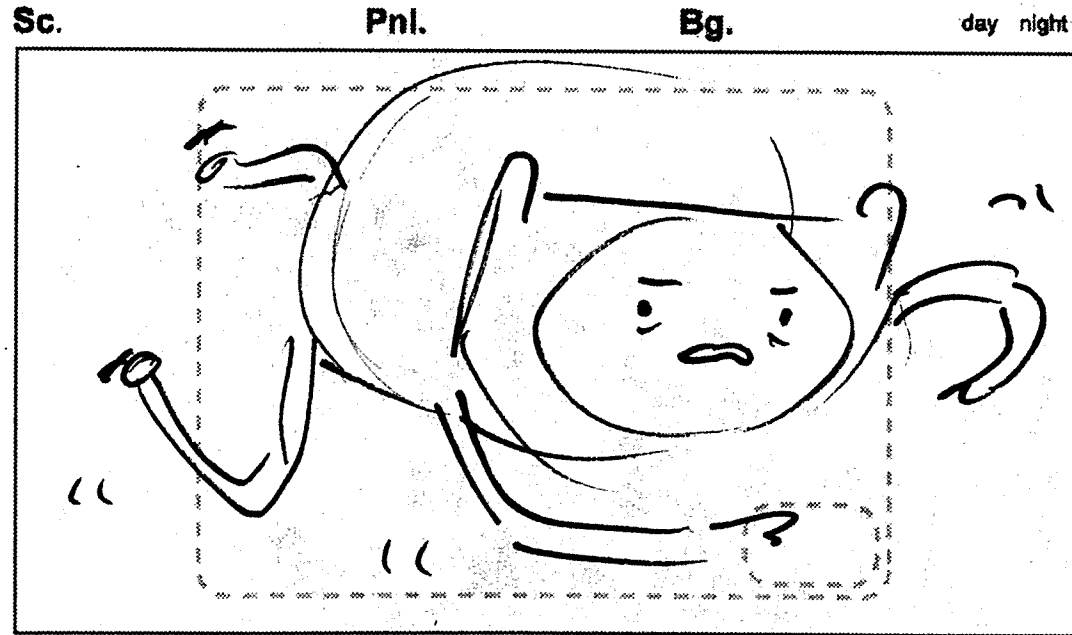
100242

Production :

# ADVENTURE TIME



Page **182K**



Dialog:

ehh.. stinky sam..

ehh.. ss..

Action:

Timing:

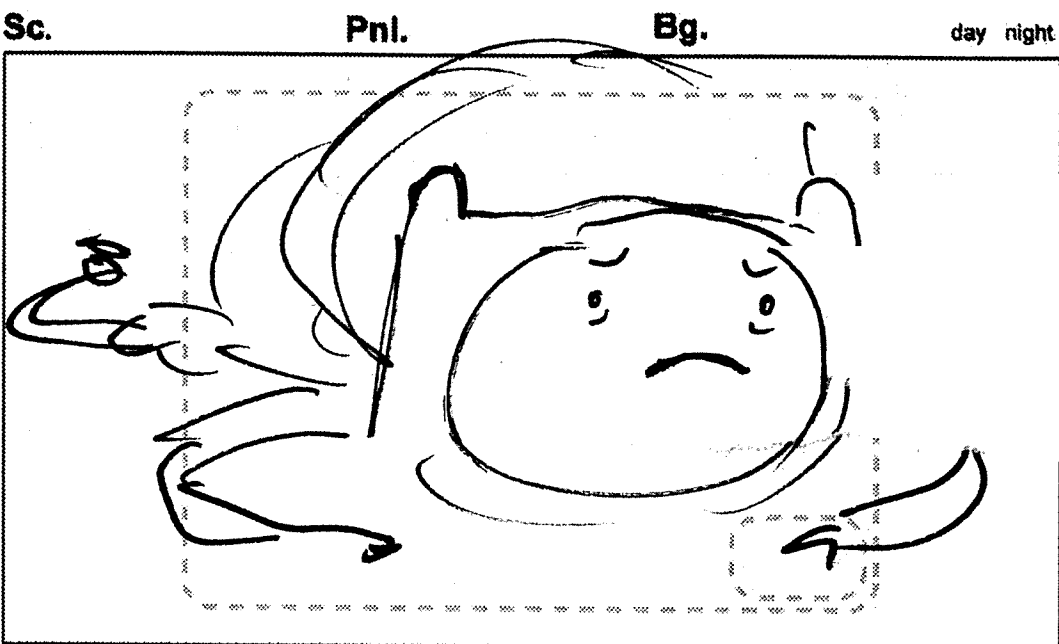
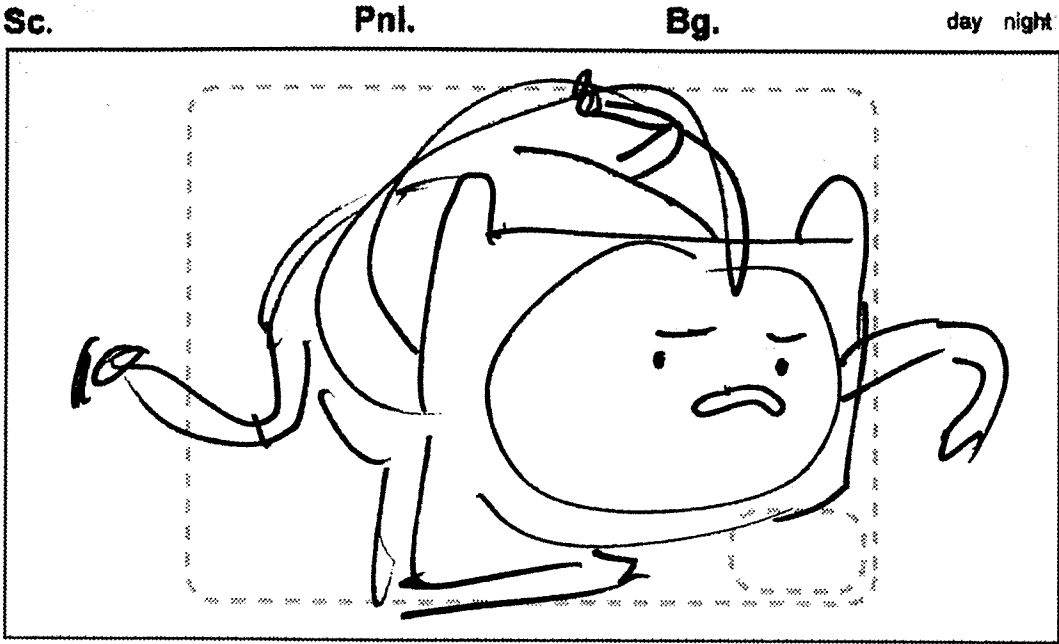
100242

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

(F) SS.. Stupid.. FROG..

Action:

Timing:

stops crawling.)

EPISODE # 100242

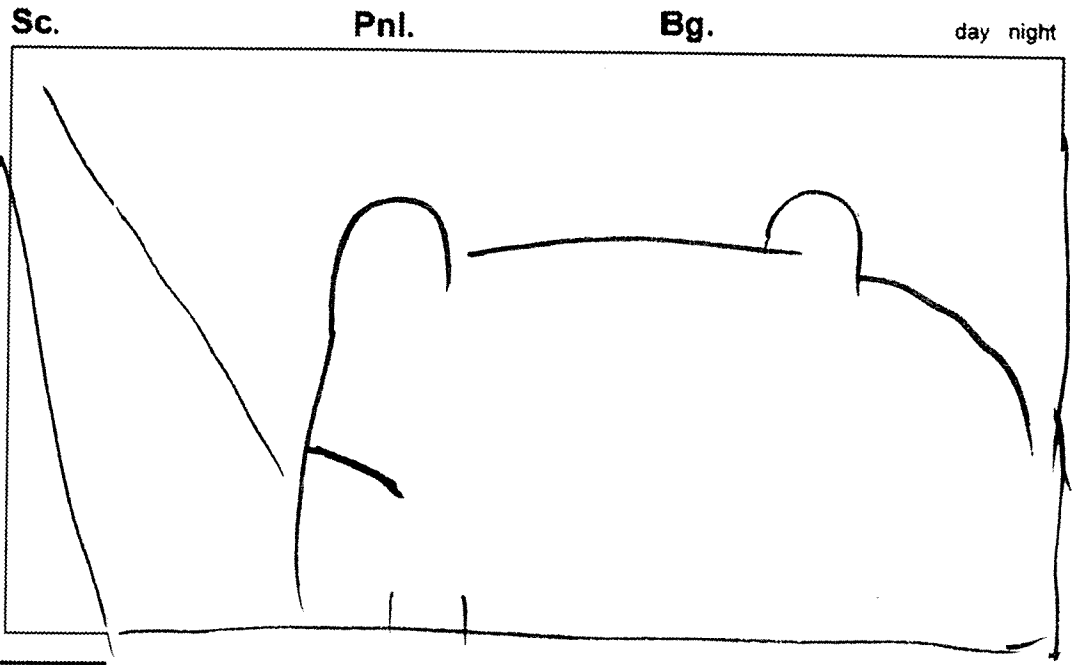
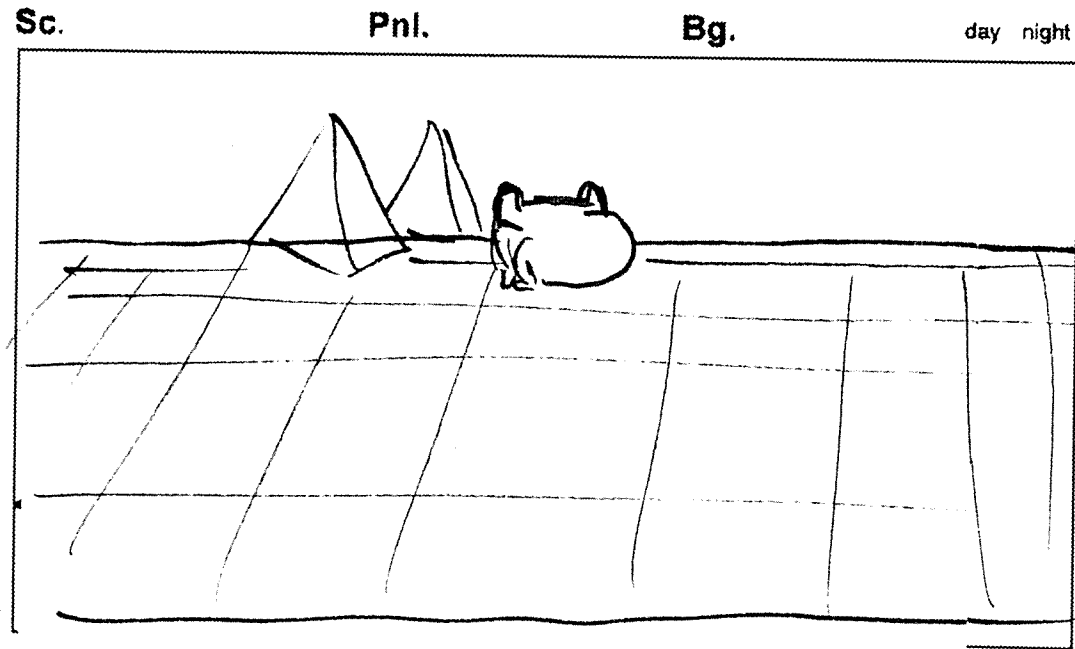
Production :



ADVENTURE TIME



Page 182M



Dialogue:

Action: Music "woommmmm" →

Timing: camera feels hand held slight shake/ from here through scene

100242

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
music* B W O O m m m m m m *
Action:
waggles tongue slowly                      closes mouth
Timing:

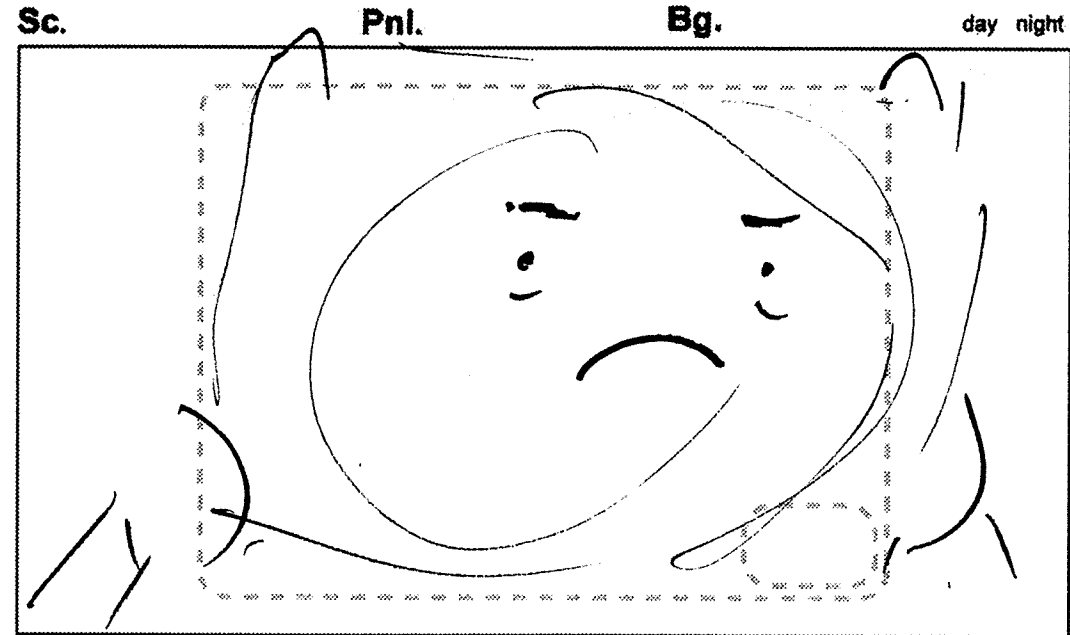
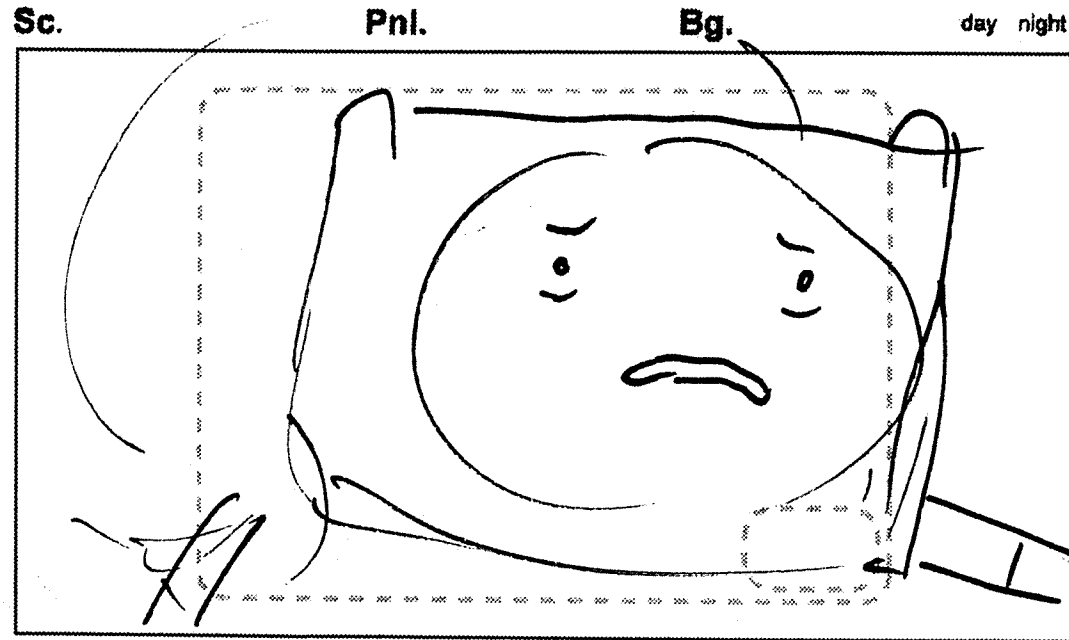
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 1820



Dialog:

music \*BWOOMMMMMMM\*

Action:

camers feels hand held.

Timing:

EPISODE # 100242

Production :

ADVENTURE TIME



Sc.

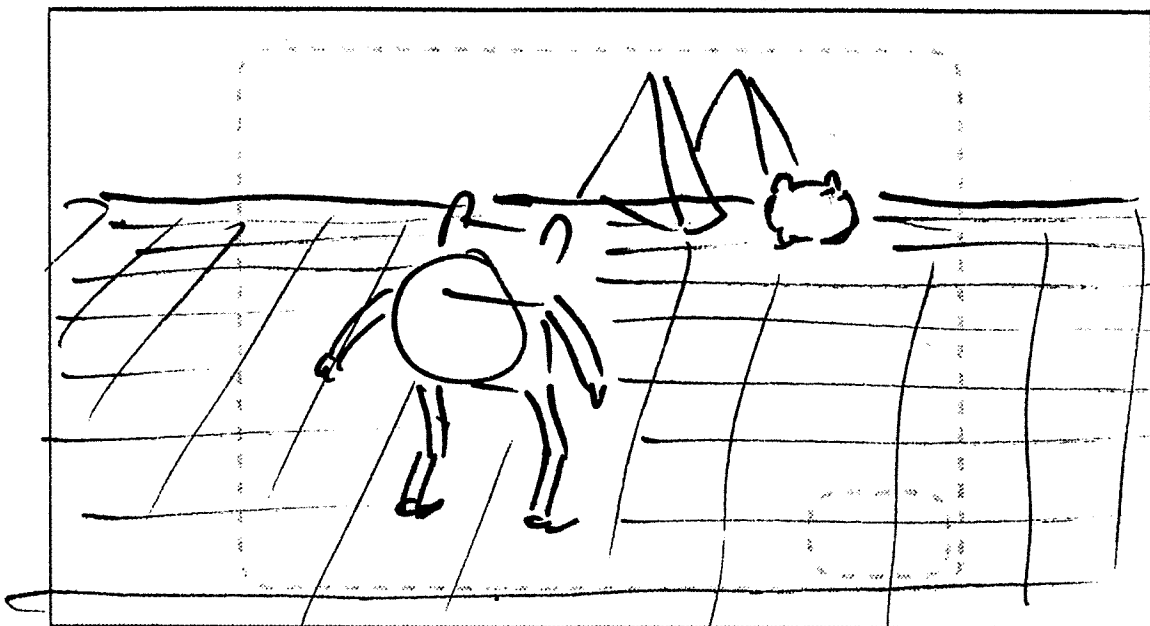


Sc.

Pnl.

Bg.

day night



Dialog:

music: \* Bw o o m m m m m m m m m! \*

Action:

Flm stands up.

Timing:

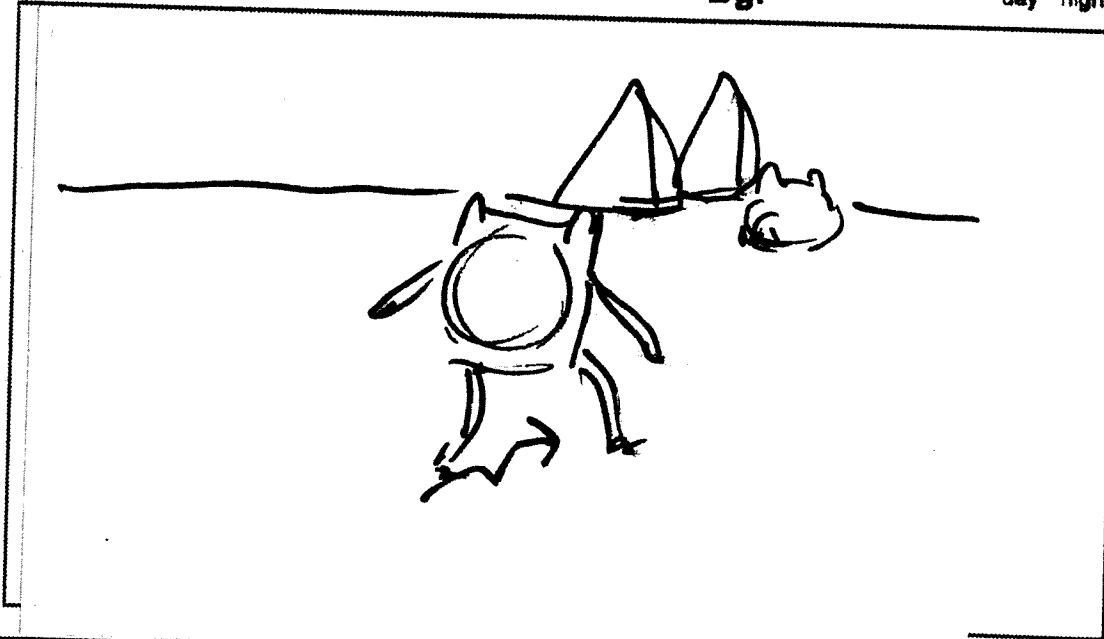
EPISODE #

100242

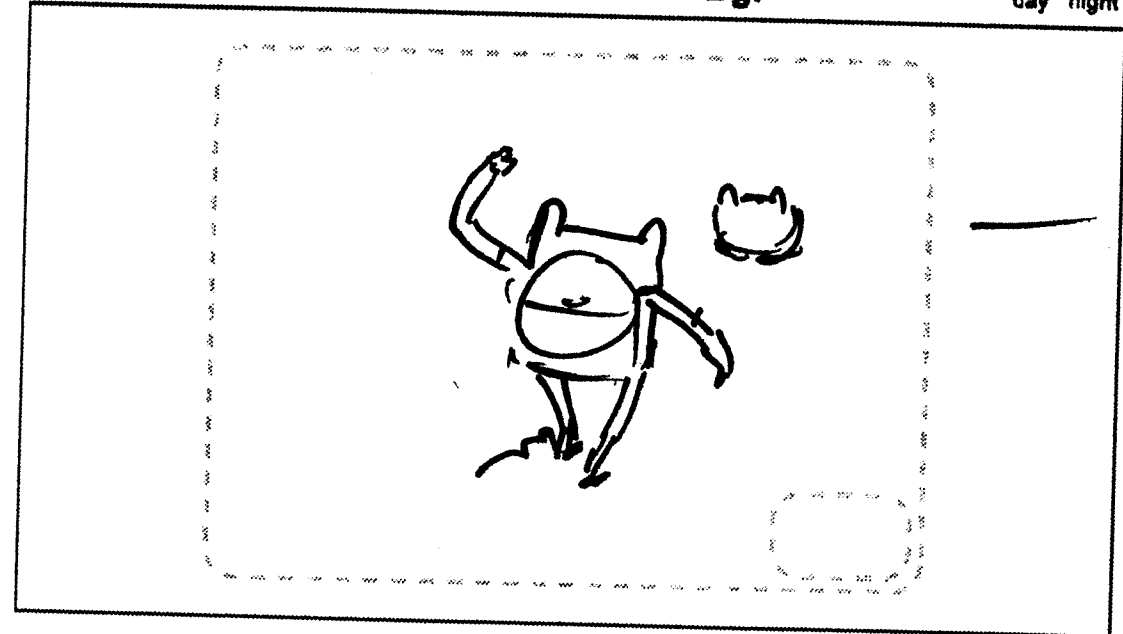
Production :

182Q

day night



day night



B w o o o o o w m m m m m m m m m m m

(two <sup>super slow</sup> cautious steps forward.)

27201

# Epistide

**Production :**

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# ADVENTURE TIME



Page 182R

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

Action:

Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME



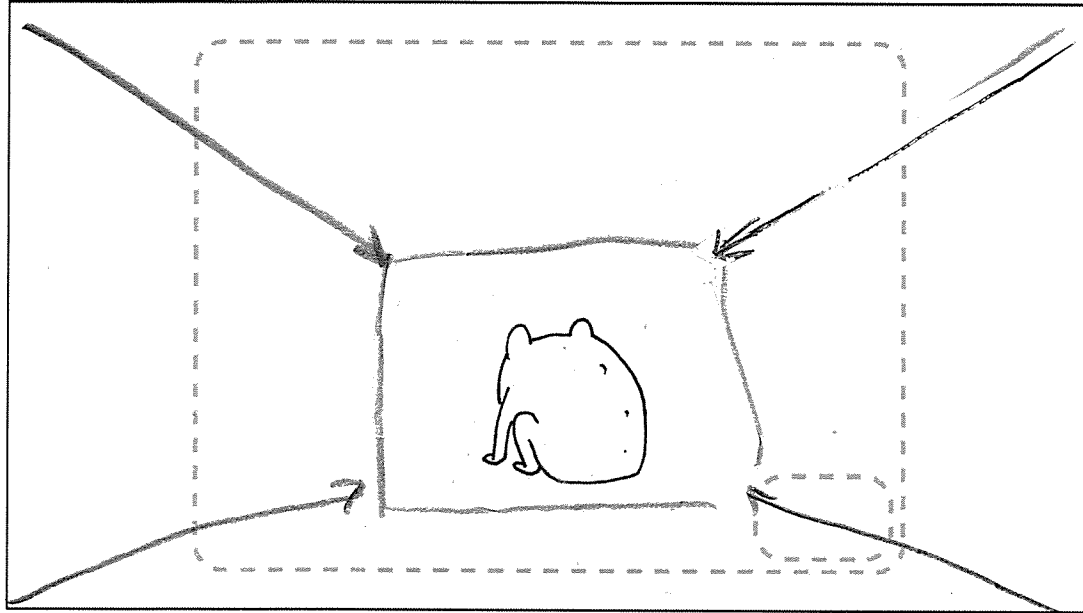
Page 183

Sc. 165

Pnl. A

Bg.

day night

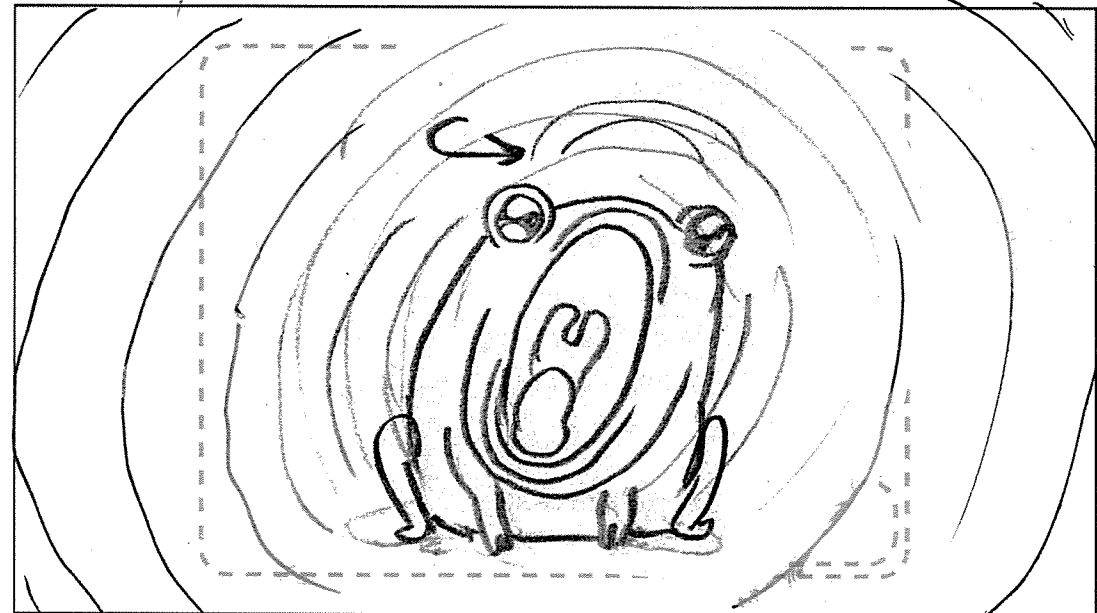


Sc. 165

Pnl. B

Bg.

day night



Dialog:

SS (HORRIBLE SONIC SCREAM)

Action:

Timing:

100242

EPISODE #

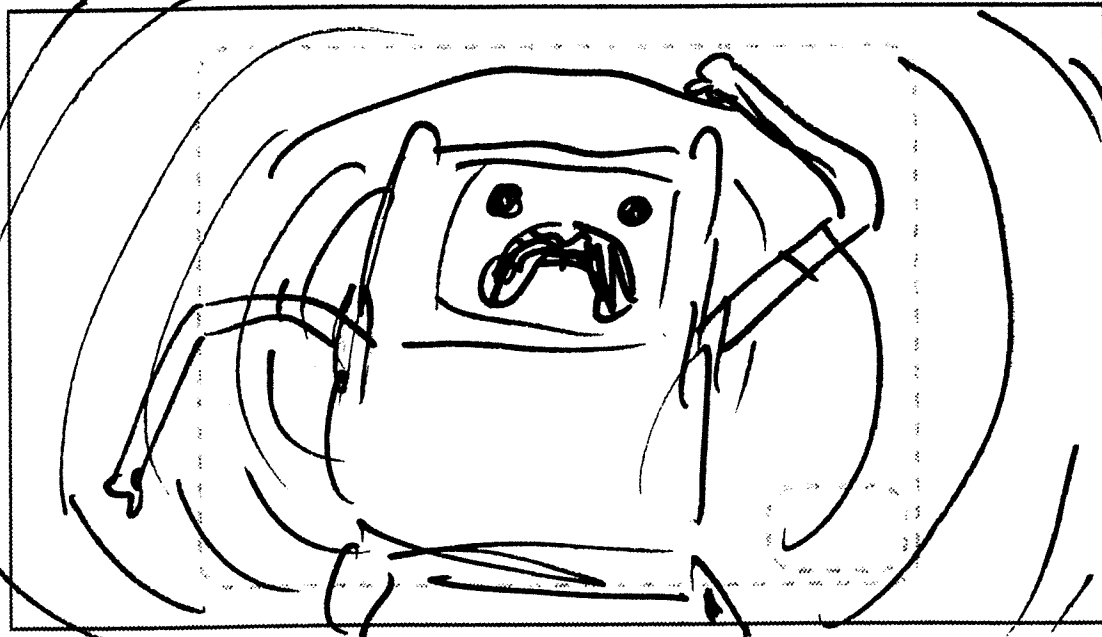
Production :

# ADVENTURE TIME



Page **183A**

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

**(F)** SCREEEAM MAMM MAM!!!

Action:

camera shakes!!

Timing:

100242

EPISODE #

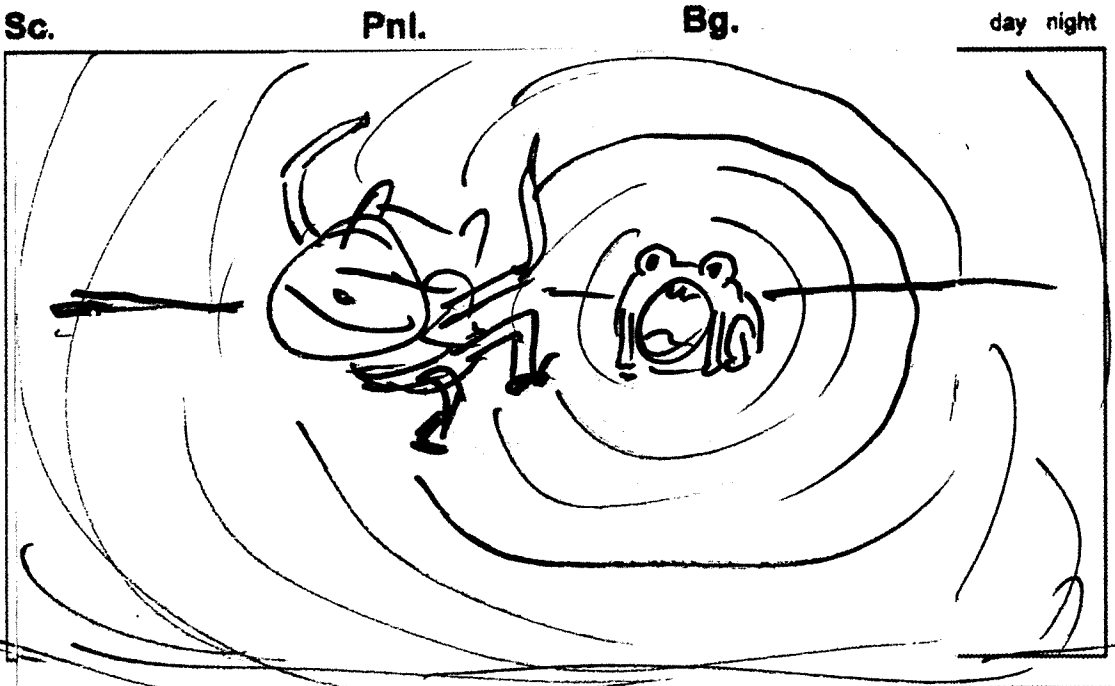
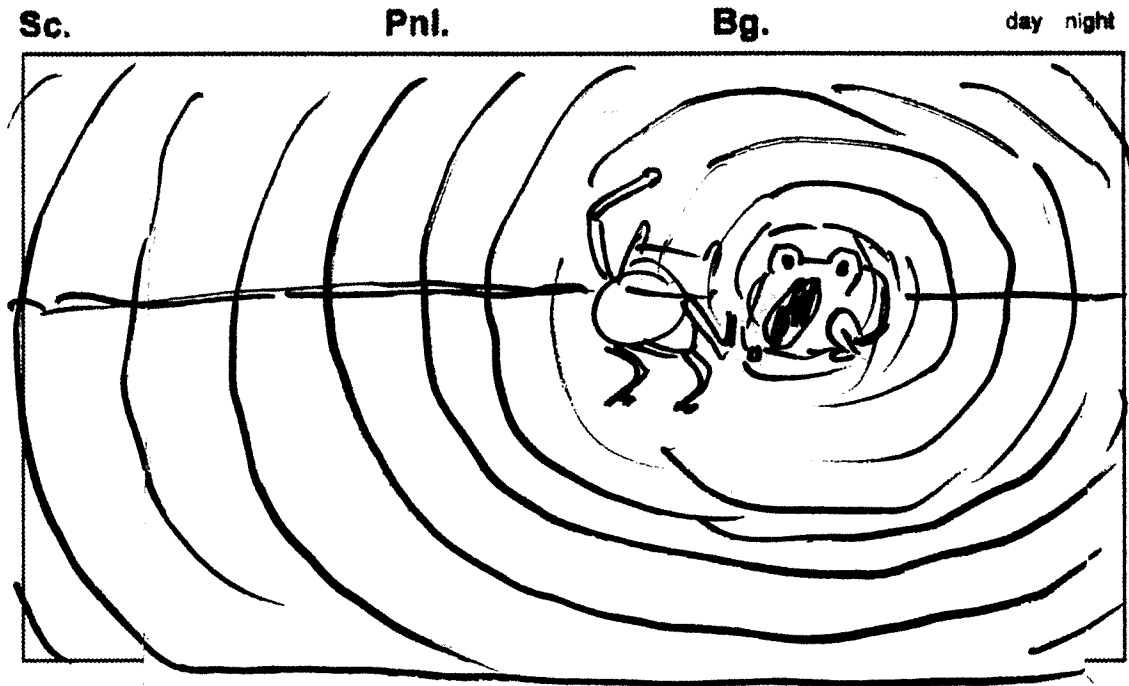
Production :



ADVENTURE TIME



Page 183B



Dialog:	
Action:	
Timing:	

EPISODE # 100242  
Production :

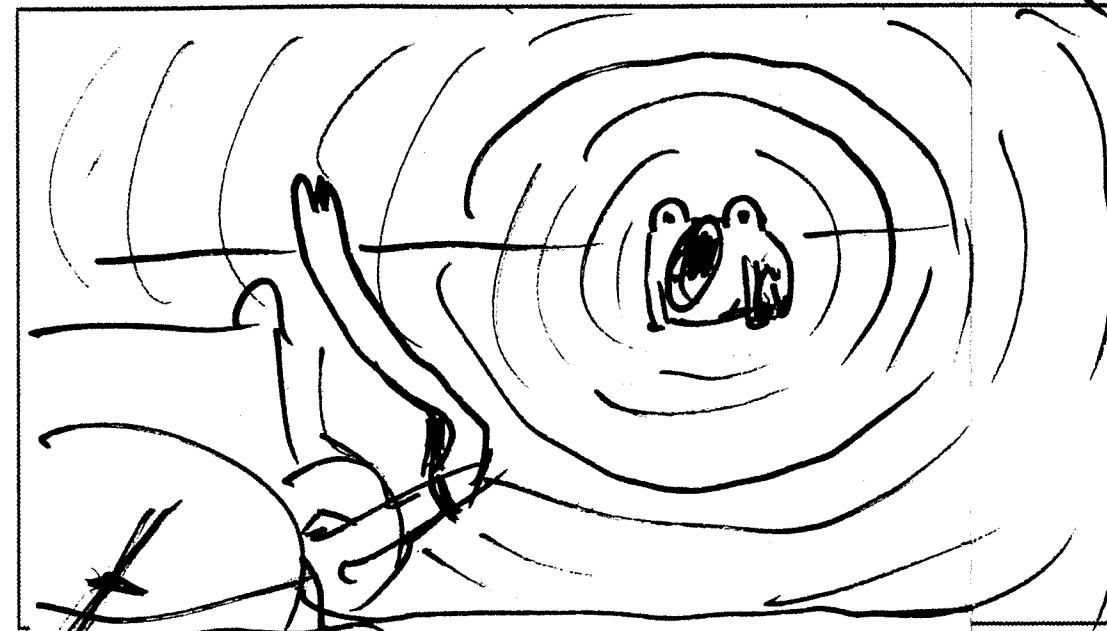
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# ADVENTURE TIME



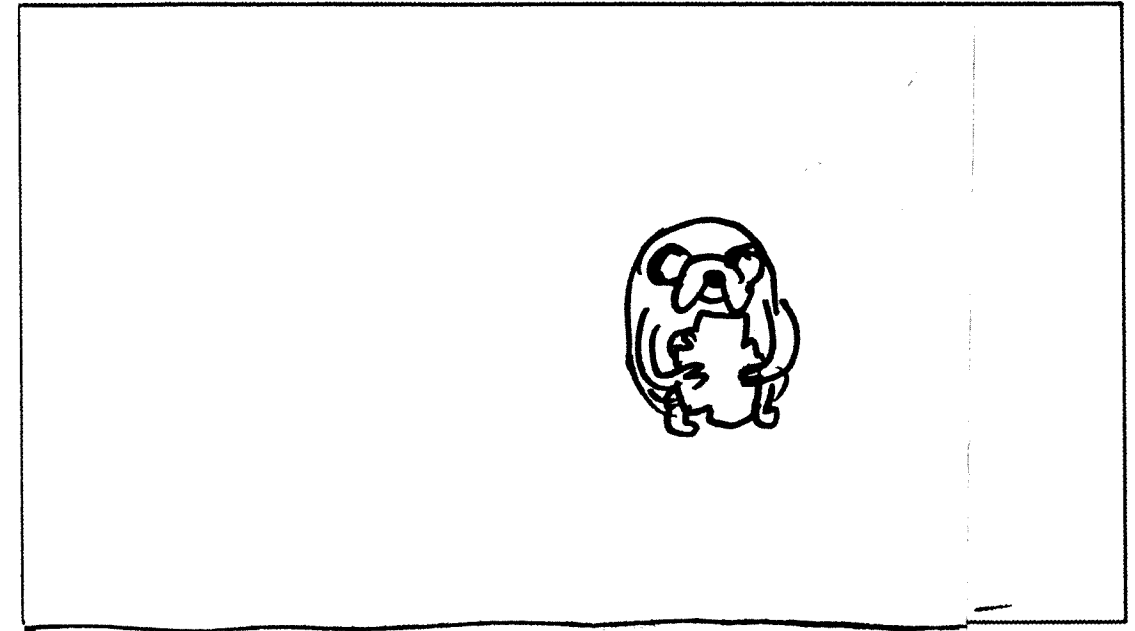
Page 183C

Sc. Pnl. Bg. day night



OUT

Sc. Pnl. Bg. day night



Timing:

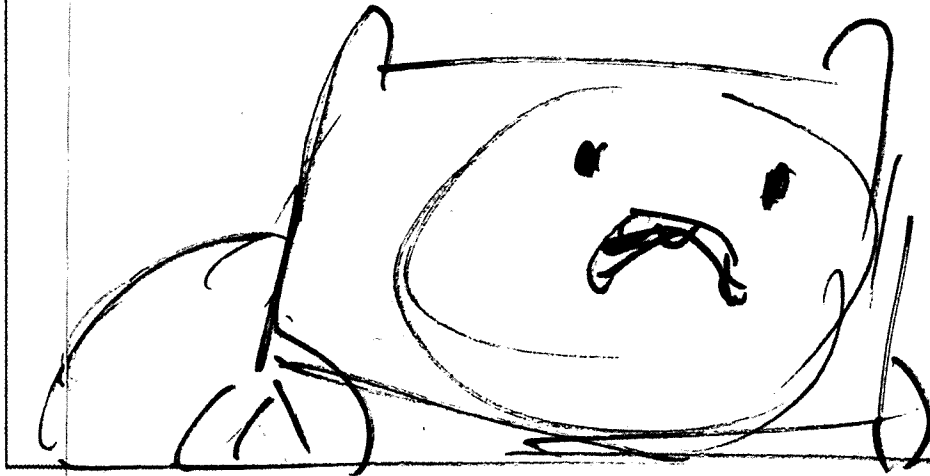
EPISODE #

100242

Production :

184

day night



my mitts didn't  
work dude

10242



# EPISODE #3

**Production :**

# ADVENTURE TIME



Page 185

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<p>Dialog:</p> <p>try the combo move?</p>					<p>I can't man I don't have a controller here!!</p>				
<p>Action:</p>									
<p>Timing:</p>									

100242

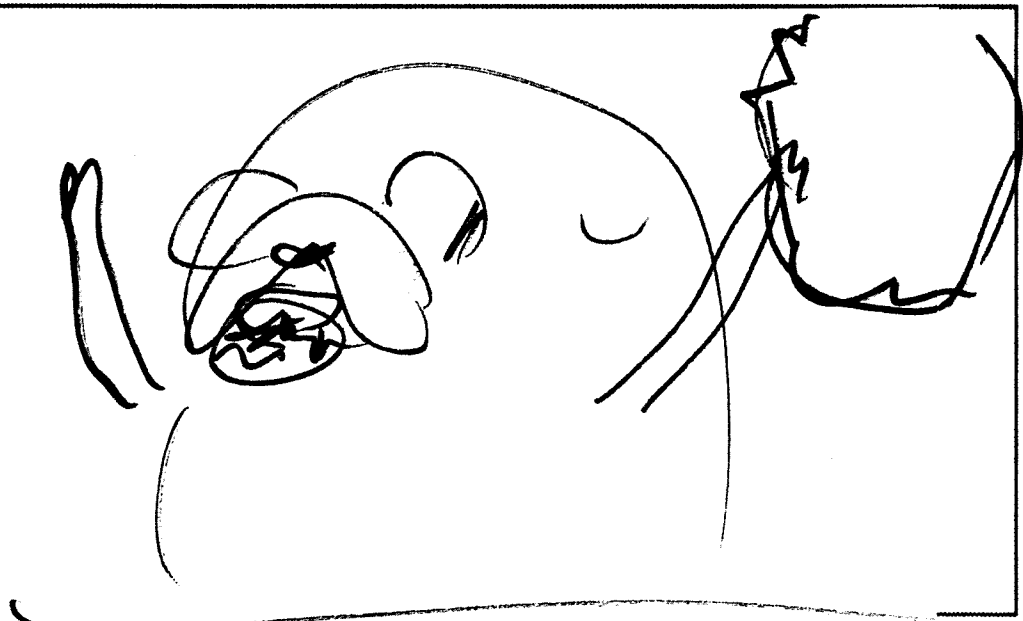
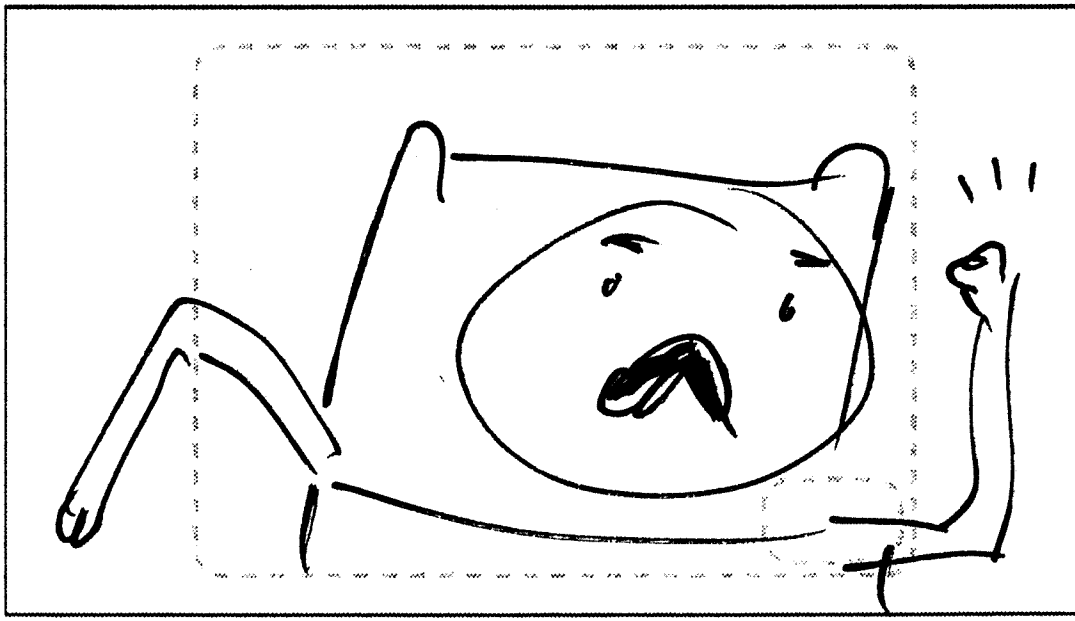
EPISODE #

Production :

# ADVENTURE TIME



Page 186

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<p>Dialog</p> <p>try it any way!</p>					<p>No man..</p> <p>come on help me</p> <p>punch him!!</p>				
<p>Action</p>									
<p>Timing:</p>									

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EPISODE # 100242

Production :

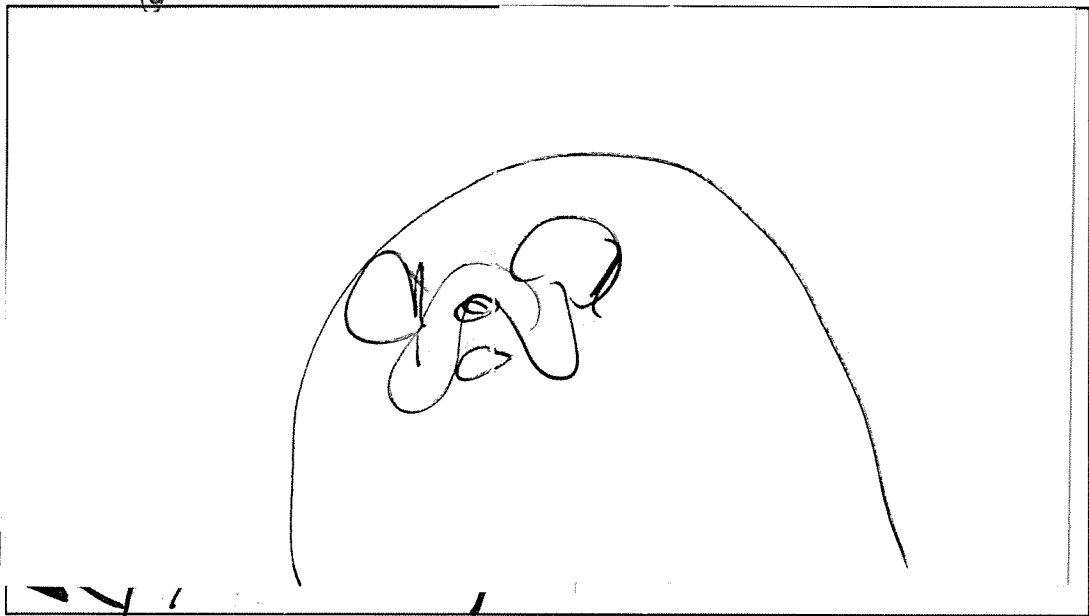
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ADVENTURE TIME



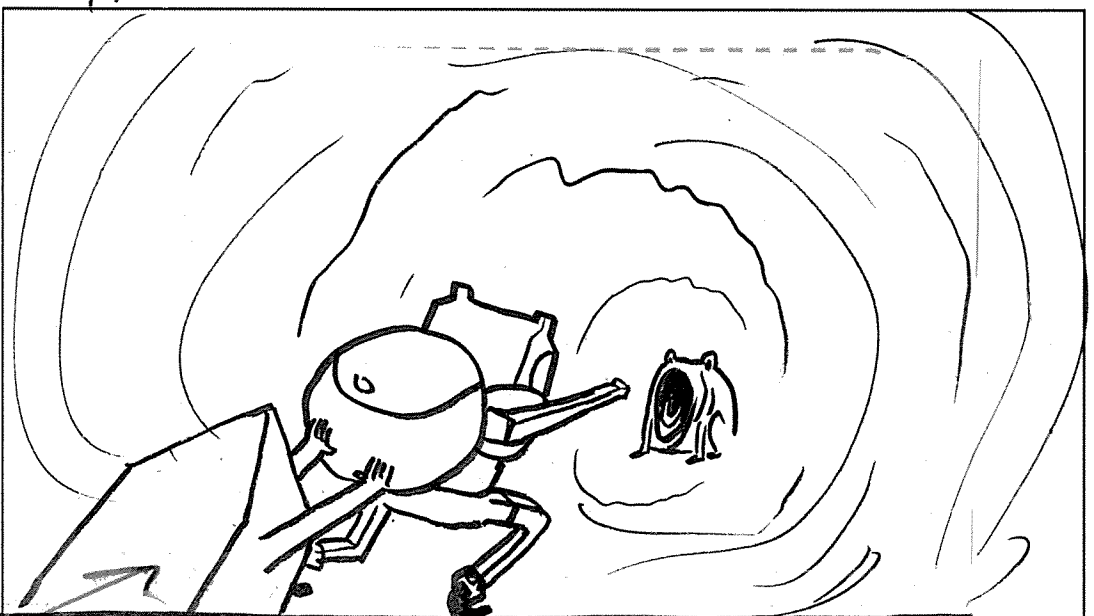
Sc. 170 Pnl. A Bg.

day night



Sc. 171 Pnl. B Bg.

day night



Dialog:	(J) OK	(IN)
Action:		
Timing:		

EPISODE # 100242

Production :

# ADVENTURE TIME



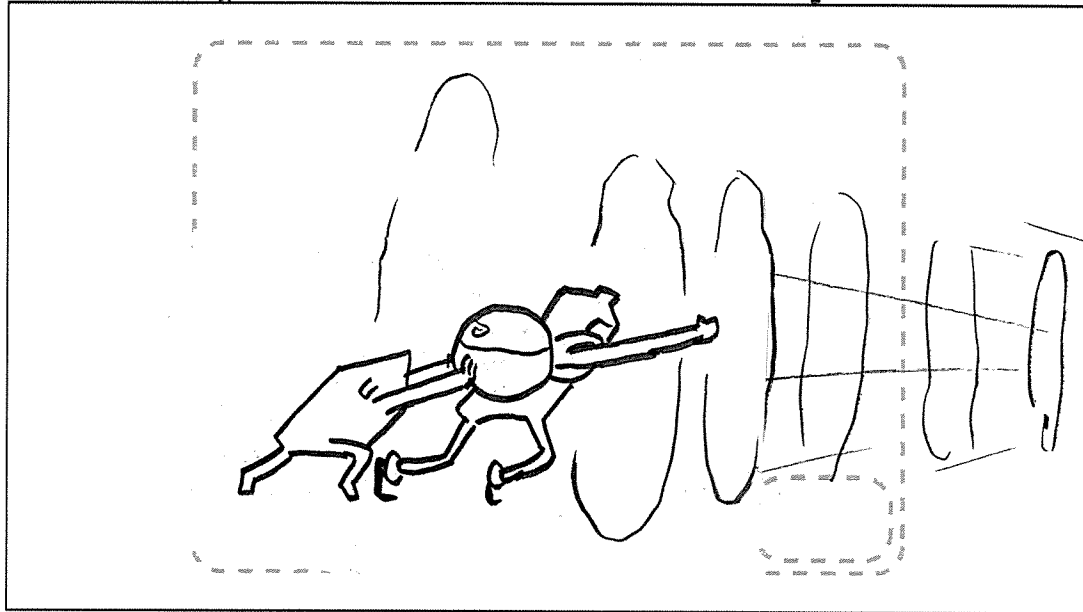
Page 188

Sc. 172

Pnl. A

Bg. \_\_\_\_\_

day night

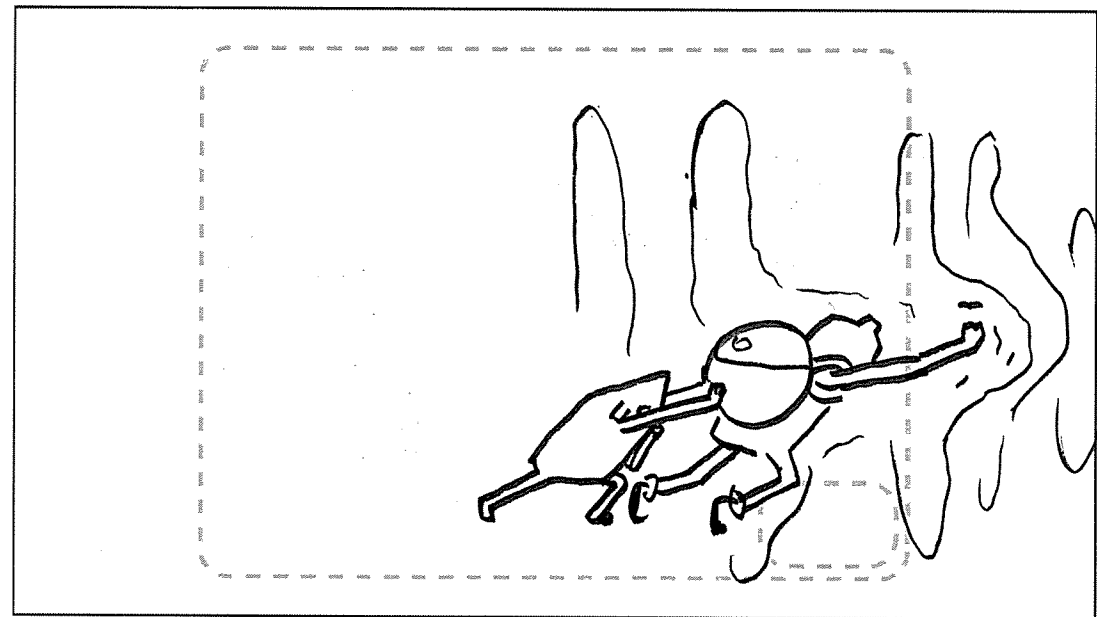


Sc. 172

Pnl. B

Bg. \_\_\_\_\_

day night



Dialog:

Action:



Timing:

EPISODE #

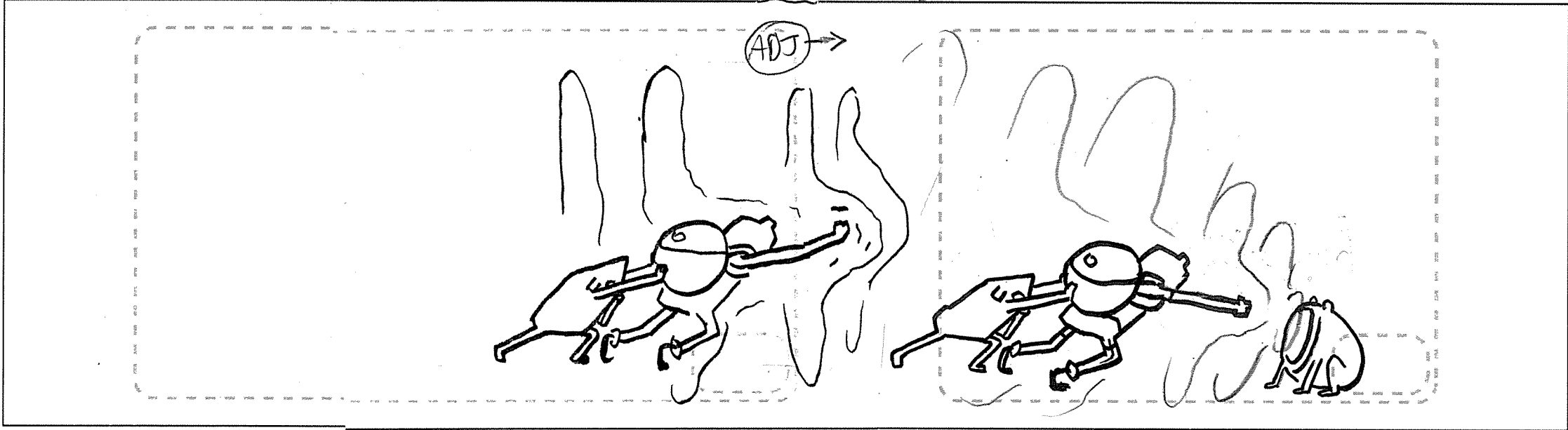
100242

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 182 Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE # 100242  
Production :



# ADVENTURE TIME



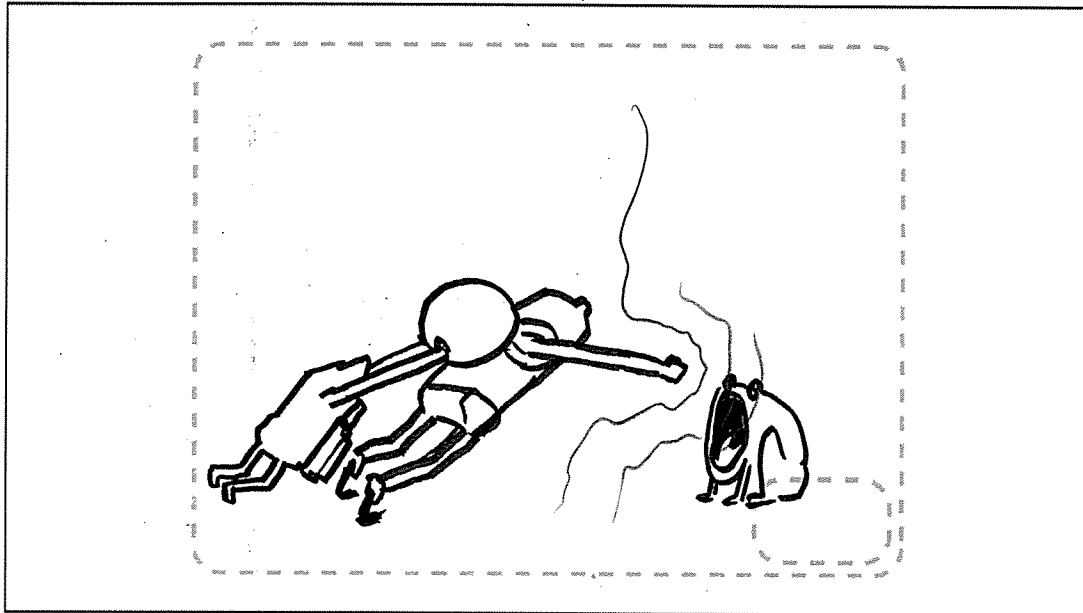
Page 190

Sc. 172

Pnl. C

Bg.

day night

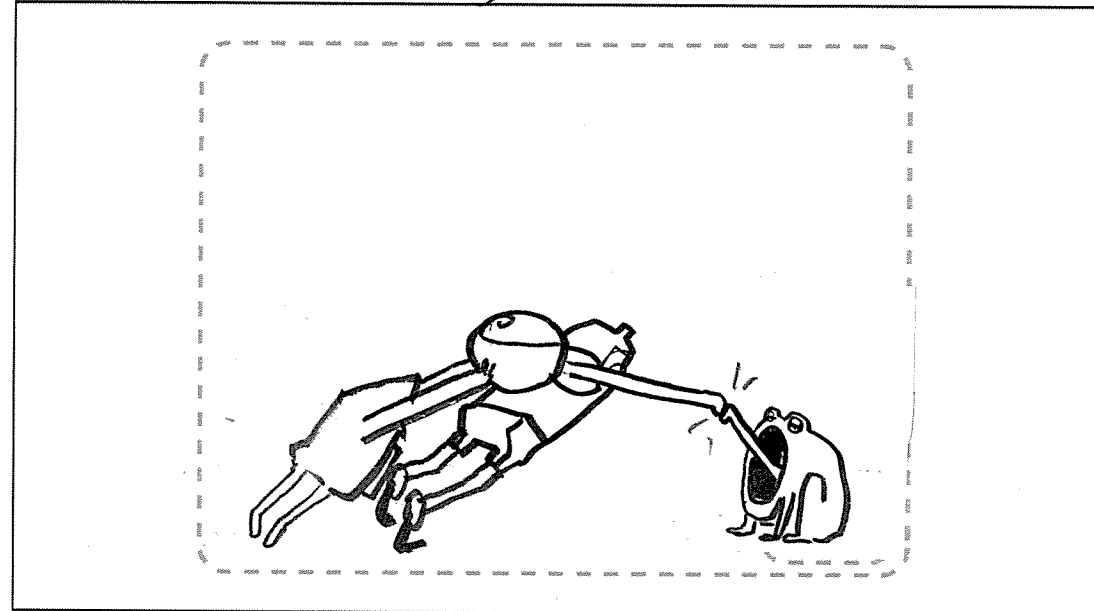


Sc. 172

Pnl. D

Bg.

day night



Dialog:

(FINN) RAAA!  
(SS) (Scream cont.)

(SS) Screaming stops

(game sfx) Byom!

Action:

Timing:

100242

EPISODE #

Production :

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ADVENTURE TIME

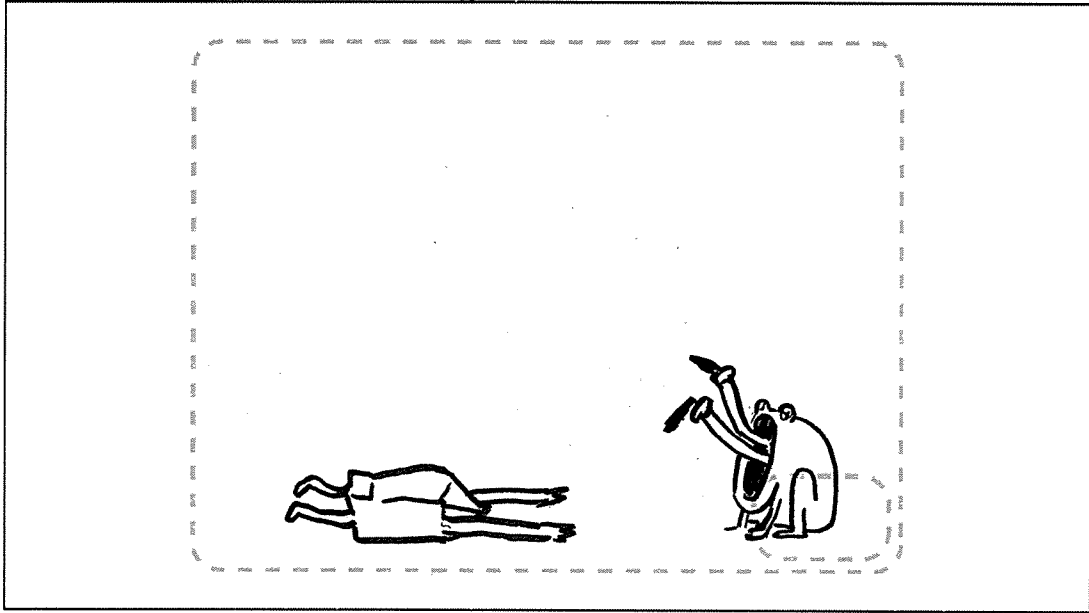


Sc. 72

Pnl. E

Bg.

day night

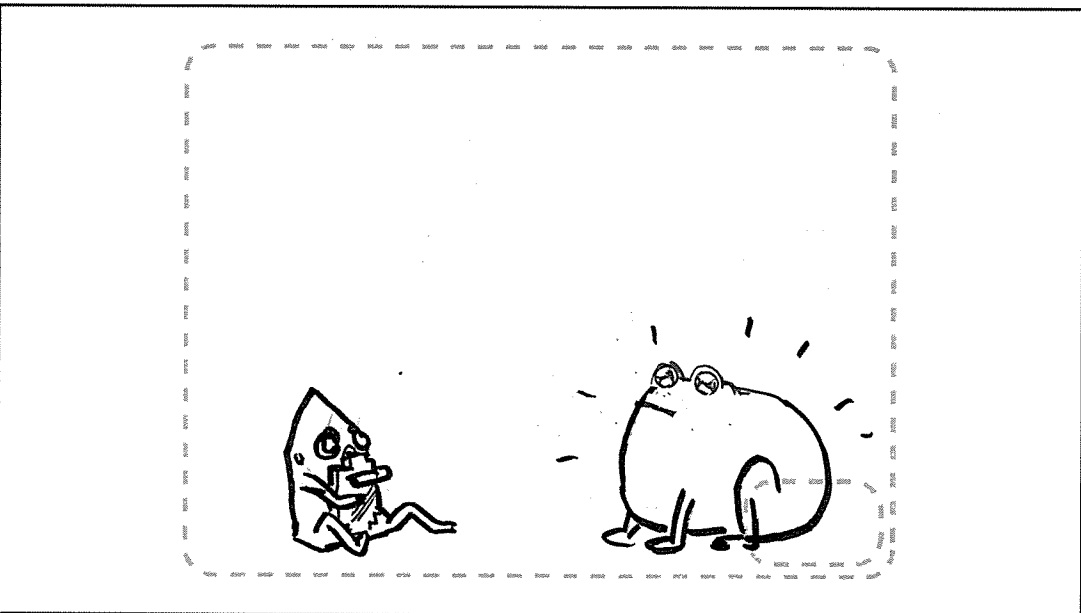


Sc. 172

Pnl. F

Bg.

day night



Dialog:

(J) \* BIAP \*  
SFX

(SS) SFX BOIM!

Action:

(SS) swallows  
FINN

SS GROWS BIGGER

Timing:

EPISODE #

100242

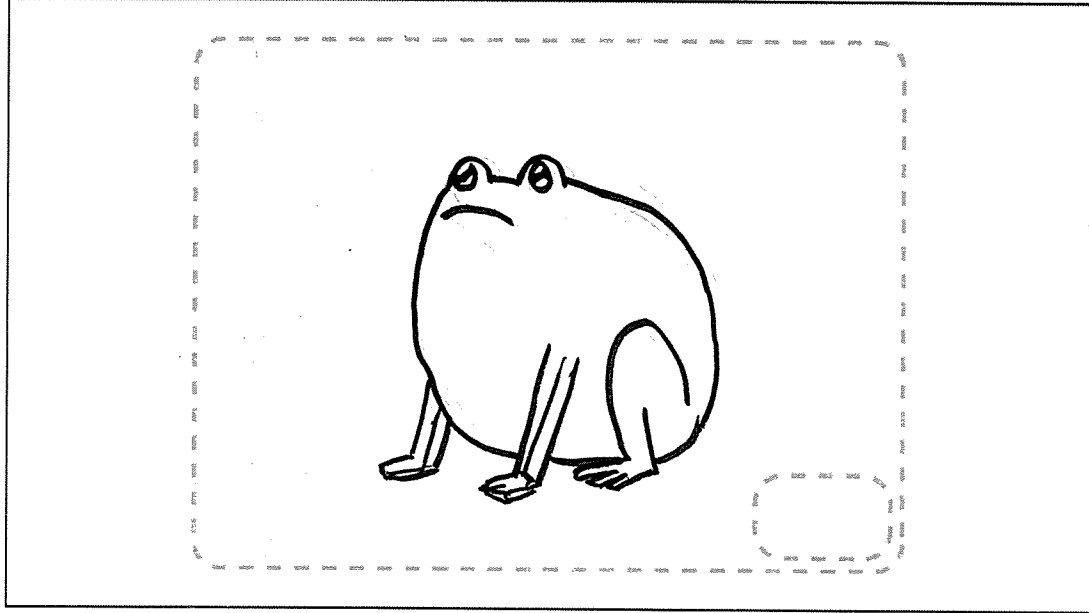
Production :

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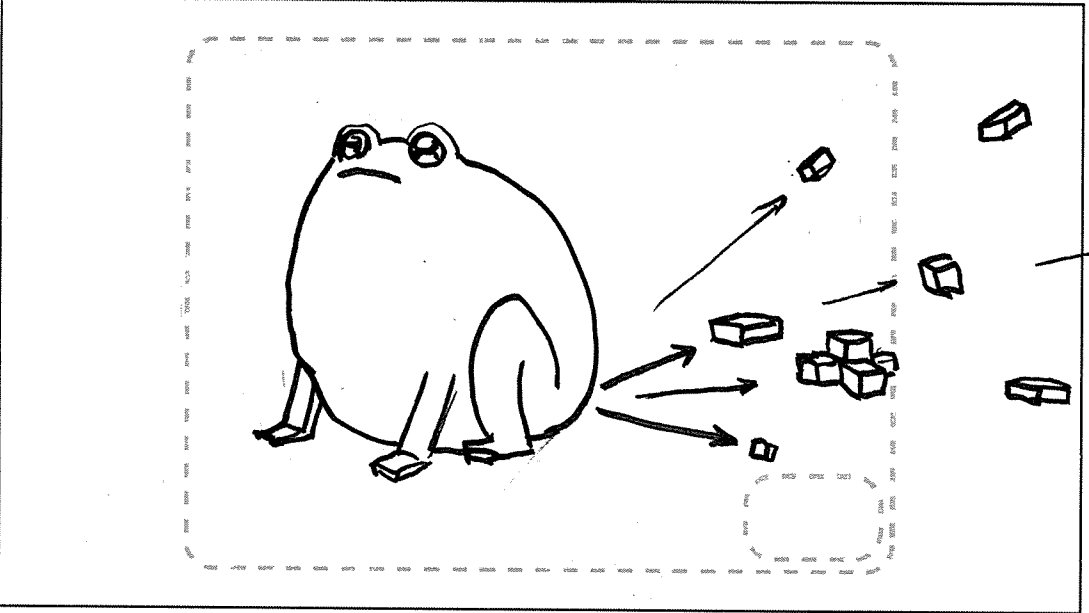
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	<div>6amp sfx</div> *BRAP! BRAP! BRAP!*
Action:	SS shoots cubes from behind
Timing:	

EPISODE # 100242  
Production :

ADVENTURE TIME

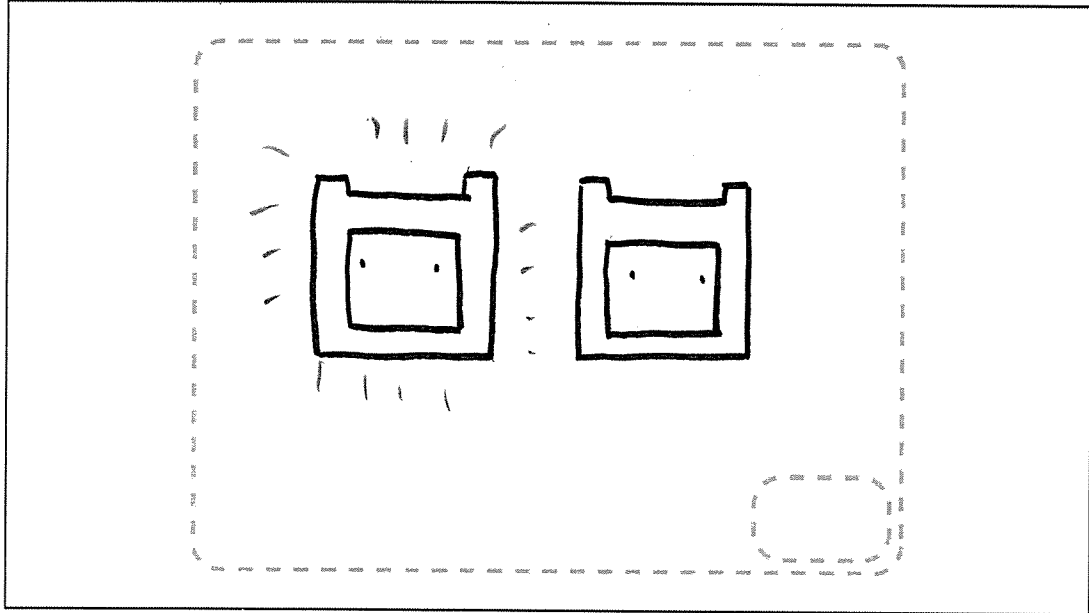


Sc. 174

Pnl. A

Bg.

day night



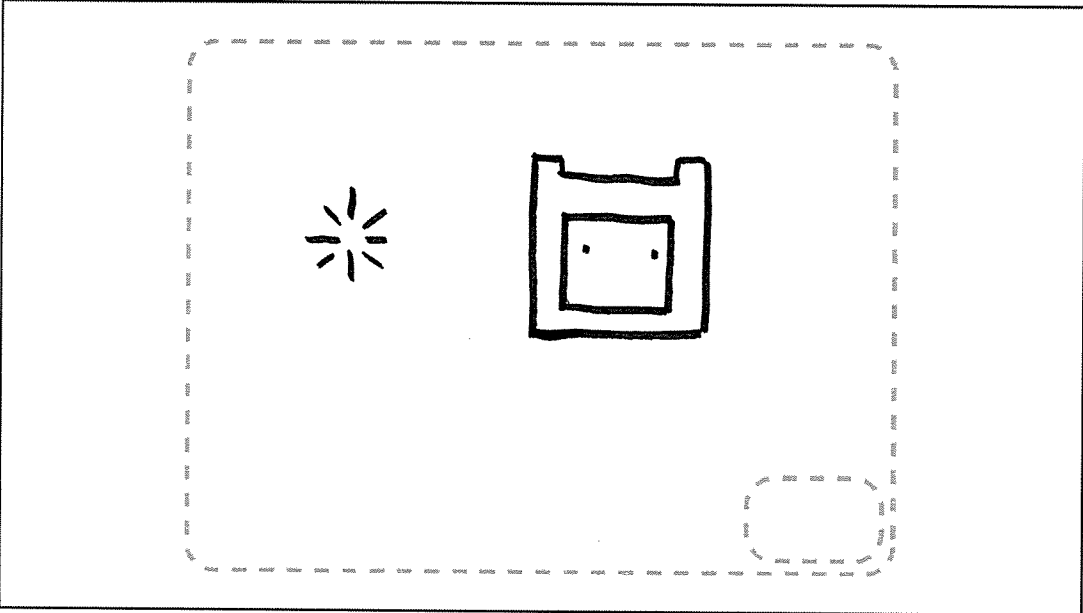
Sc. 174

Pnl. B

Bg.

day night

Page 193



Dialog:
Action: Finn's life icon flashes, disappears
Timing:

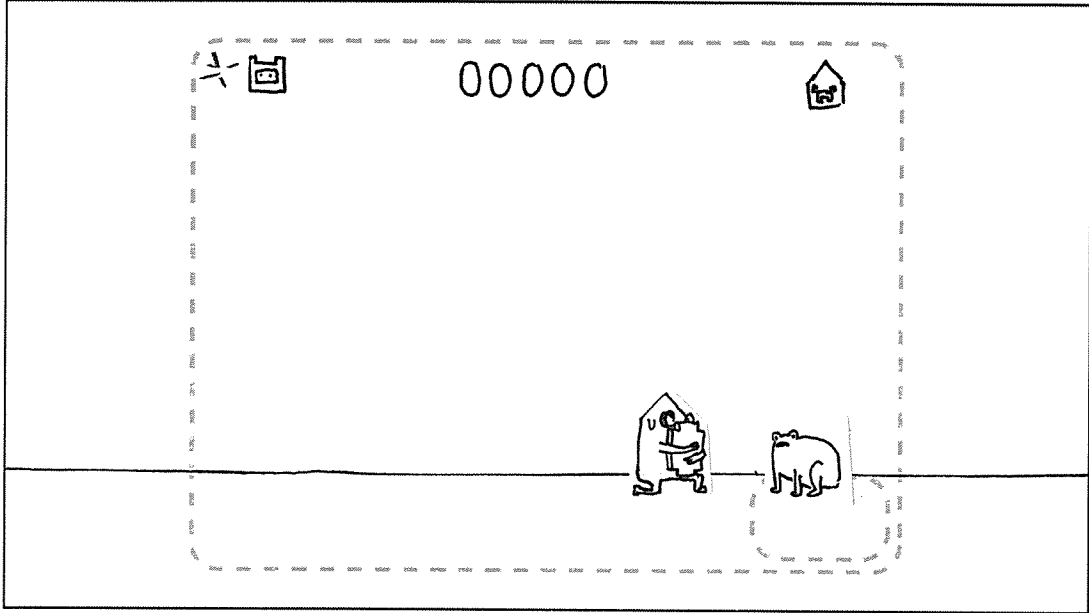
Production : EPISODE #

100242

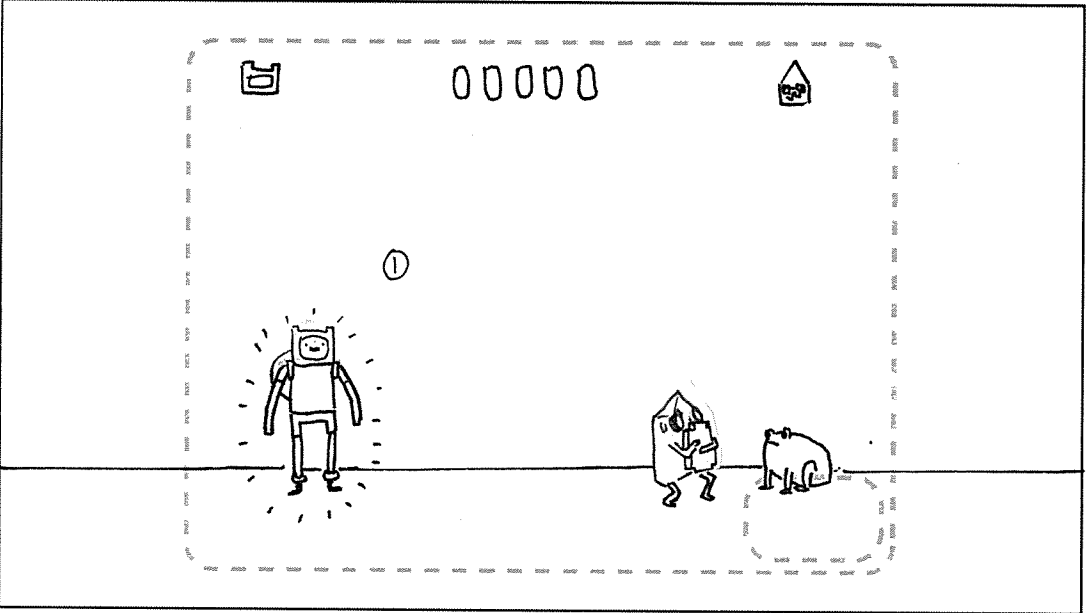
# ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night



Sc. 175 Pnl. B Bg. day night



Dialog:

Action:



Finn reappears  
and looks at ① & ⑤⑤

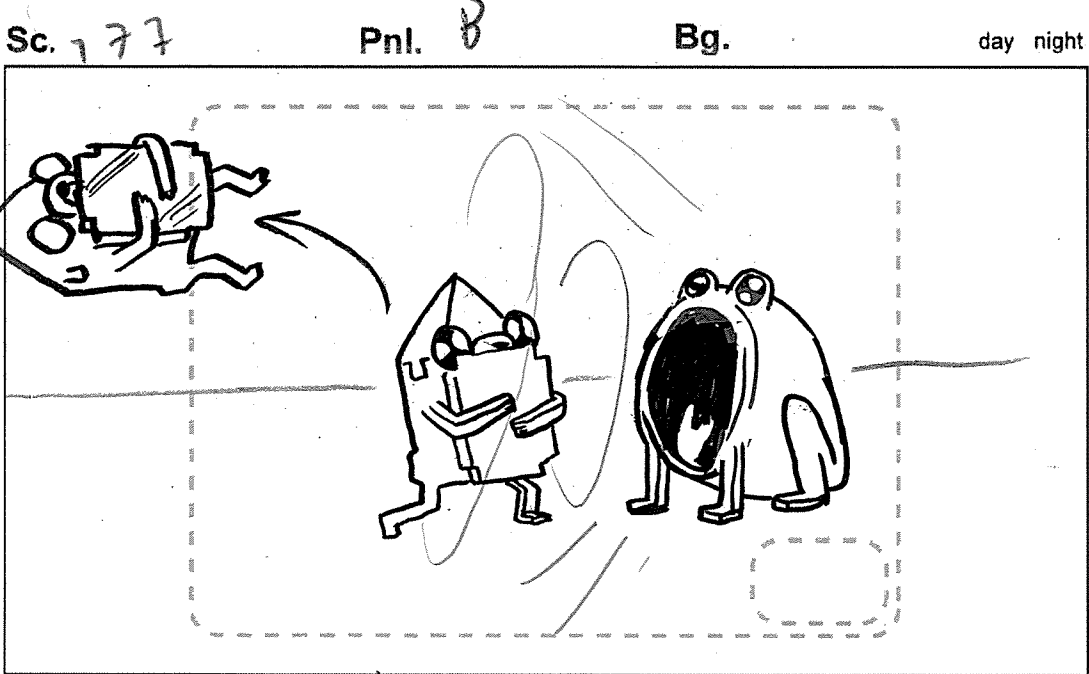
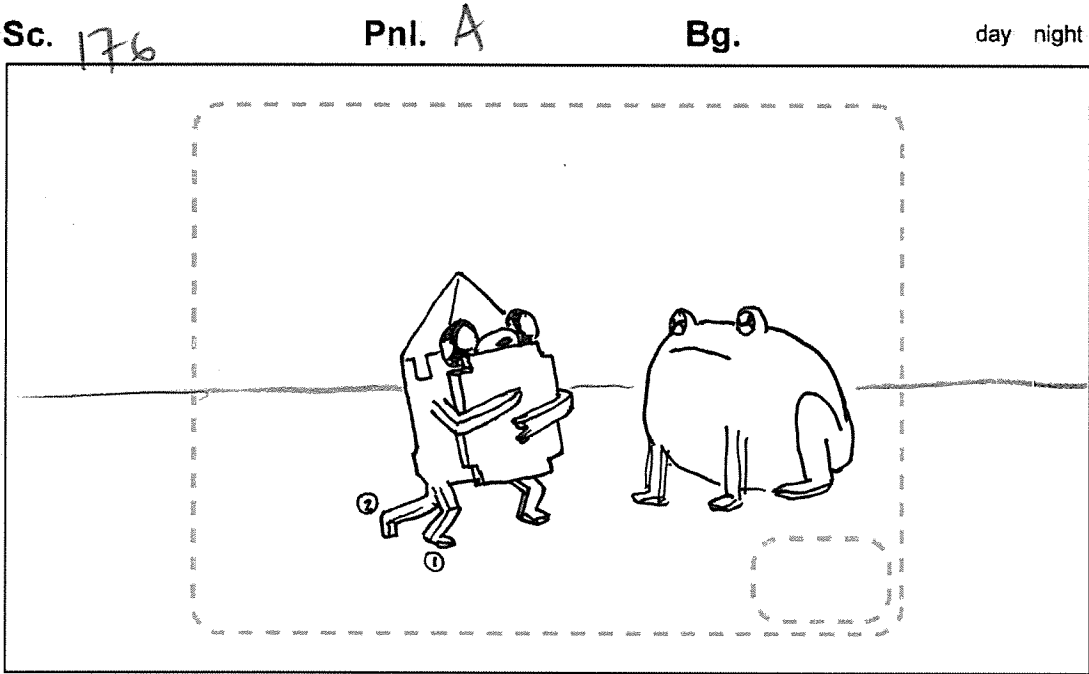
Timing:

100242

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(SS) SCREAM!
Action:	Jake slowly takes a step back (SS) opens mouth, sound waves knock Jake (OS).
Timing:	

EPISODE #

100242

Production :

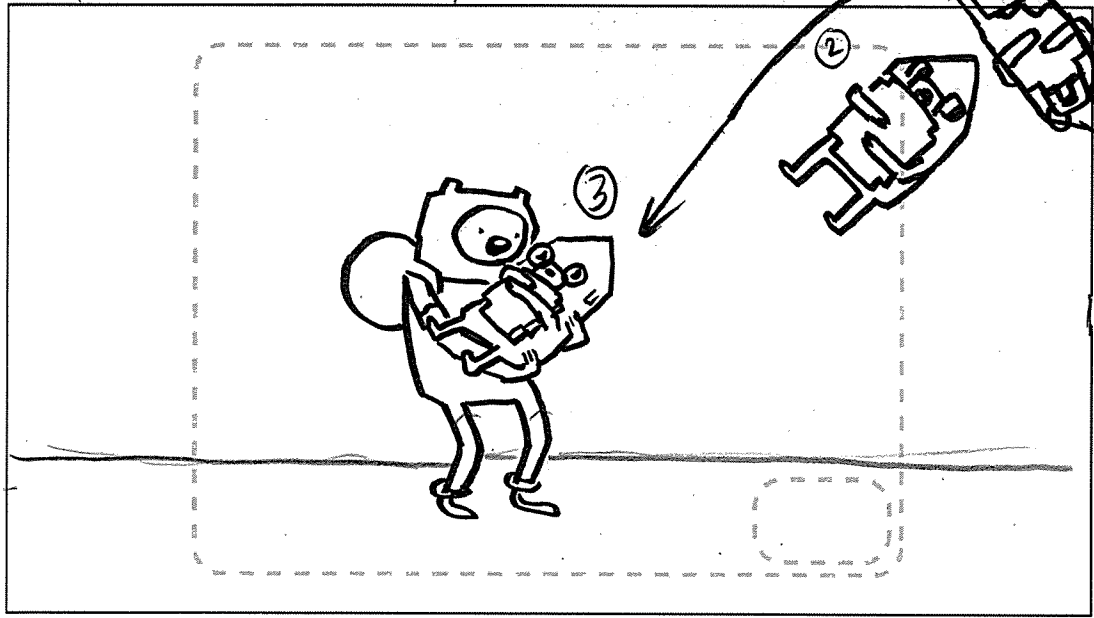
ADVENTURE TIME



Sc. 178

Pnl. A

Bg.

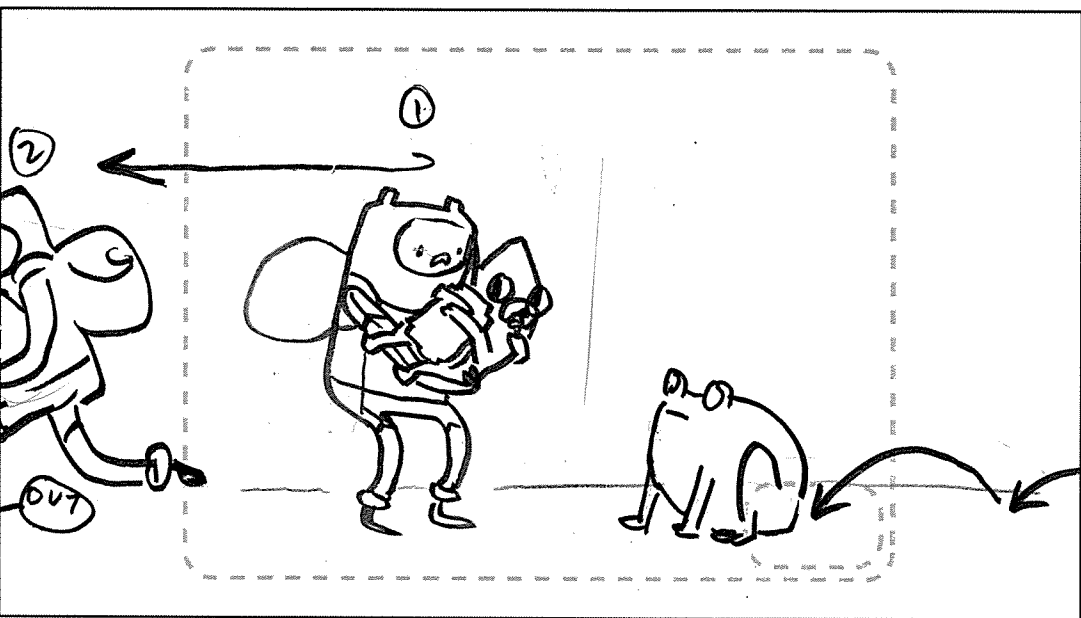


Sc. 178

Pnl. B

Bg.

day night



Dialog:	* Boop ! *	(scream stops)
Action:		Finn & Jake turn and run off screen.
Timing:		

EPISODE #

100242

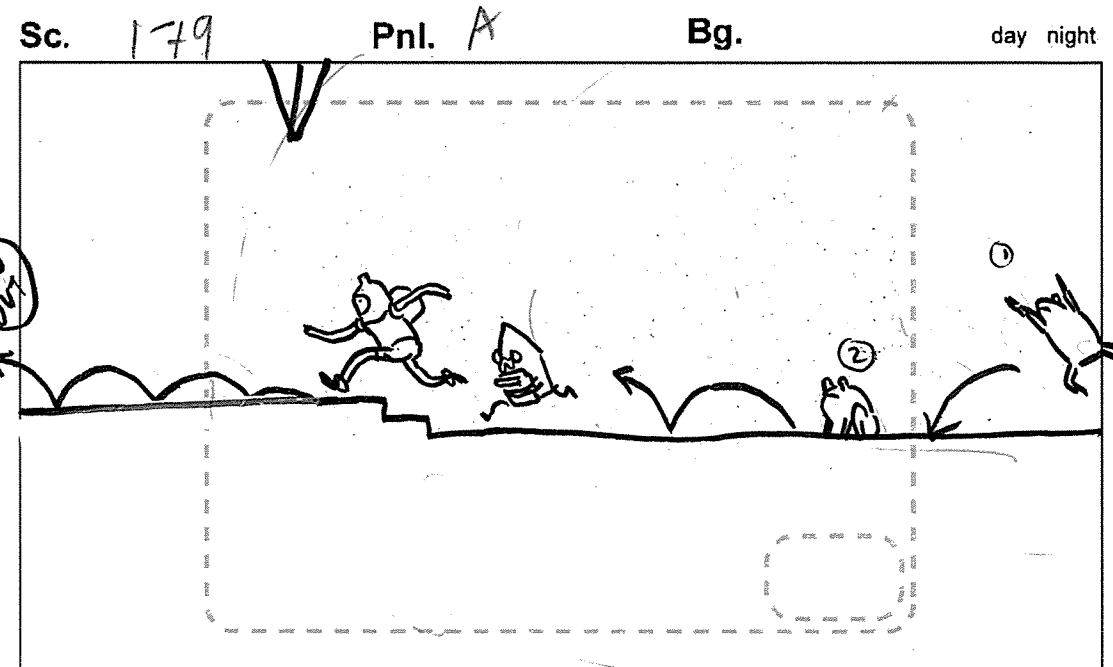
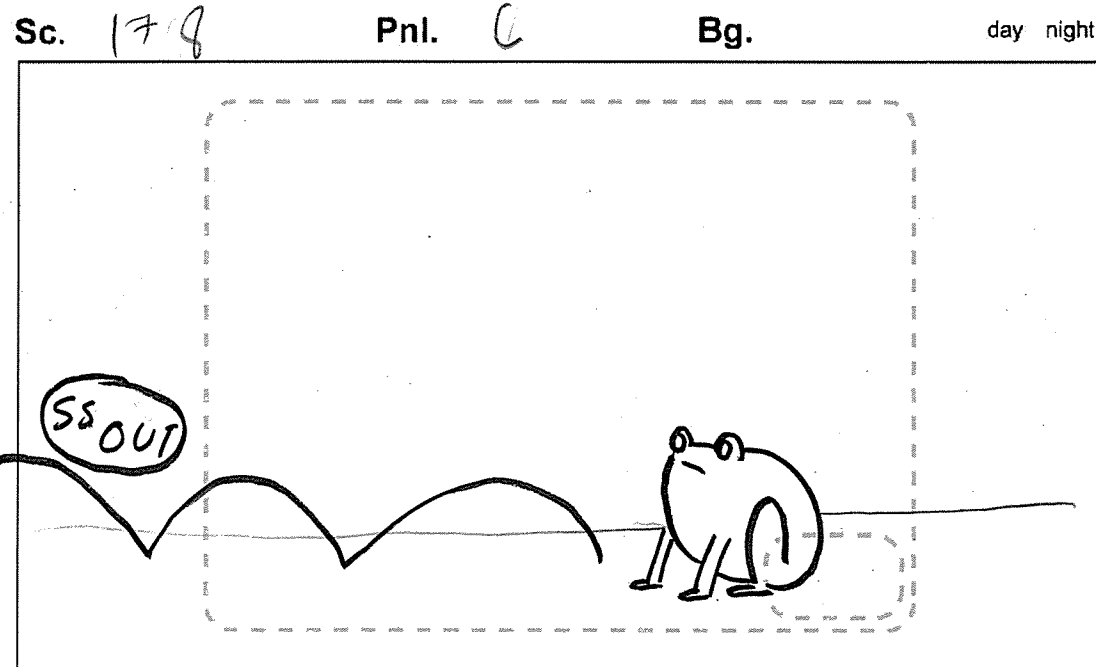
Production :

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# ADVENTURE TIME



Page 197



Dialog:

Action:

SS hops off screen

Timing:

EPISODE #

100242

Production :



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# ADVENTURE TIME



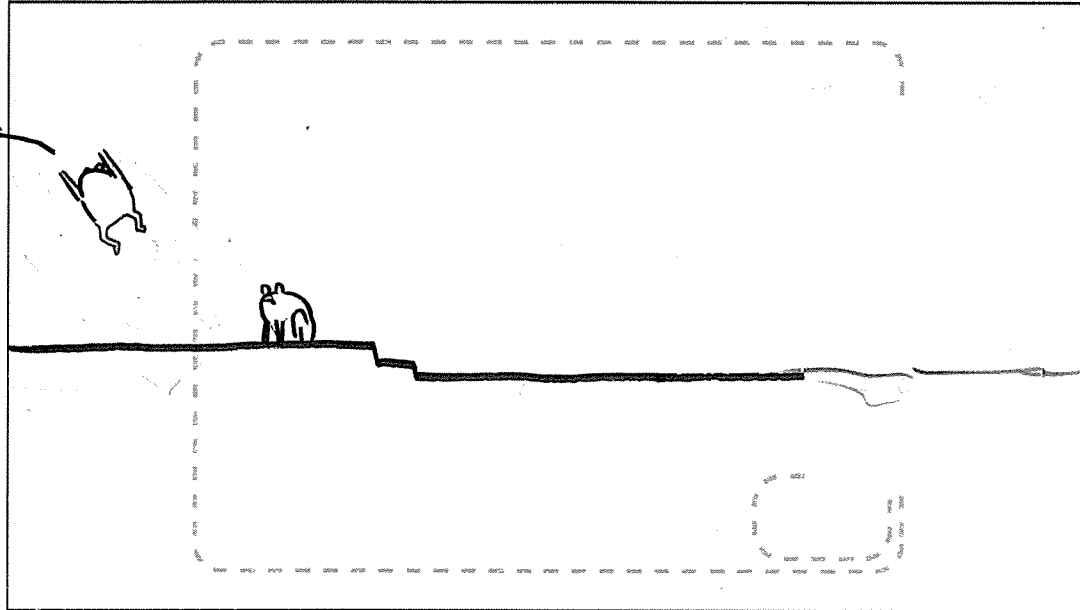
Page 198

Sc. 179

Pnl. B

Bg.

day night

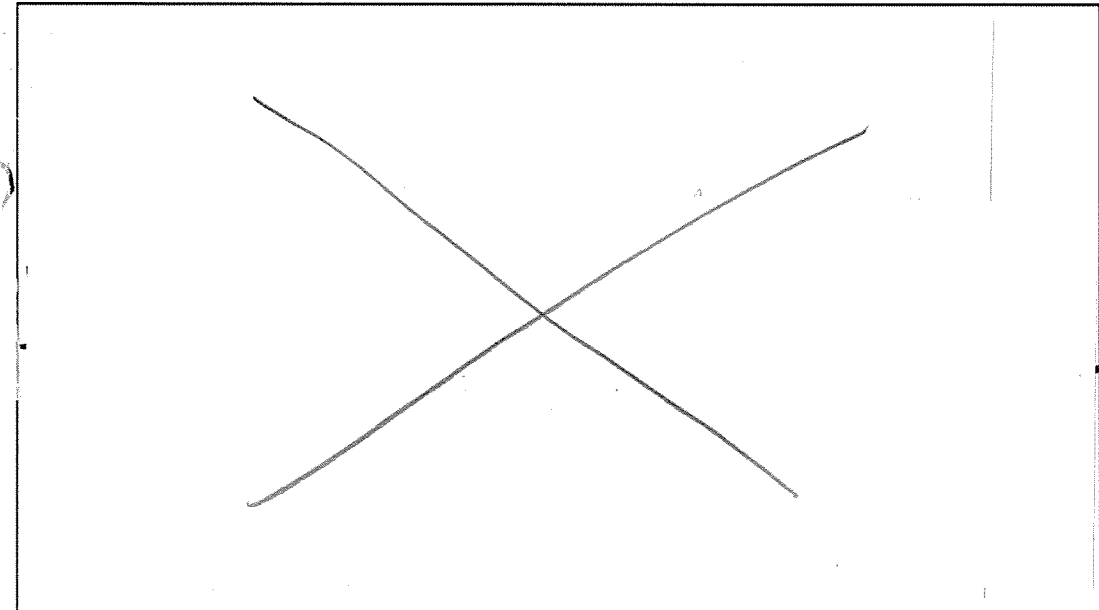


Sc. 179

Pnl. C

Bg.

day night



Dialog:

Action:

SS out,

Timing:

100242

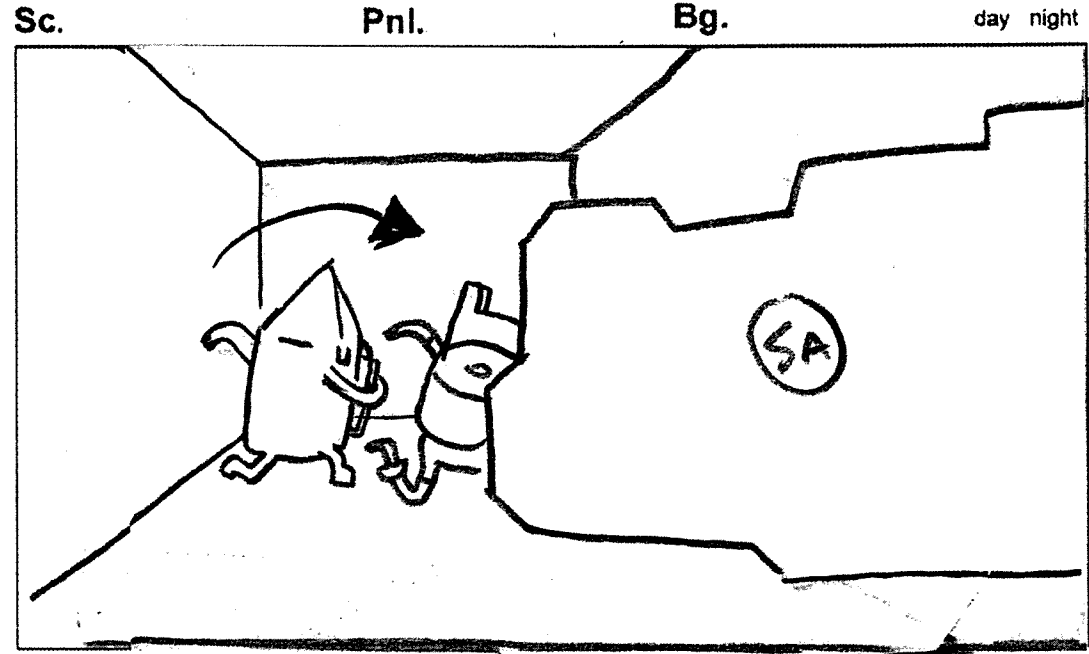
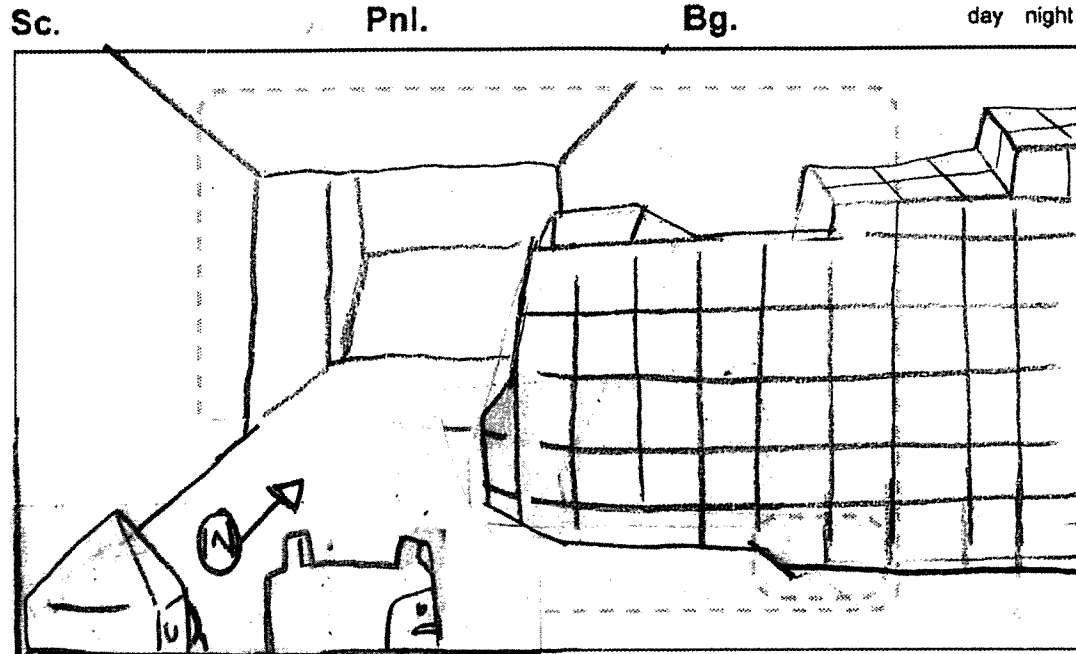
EPISODE #

Production :

# ADVENTURE TIME



Page 198A



Dialog:

Action:

F + J RUN BEHIND ROCK

Timing:

100242

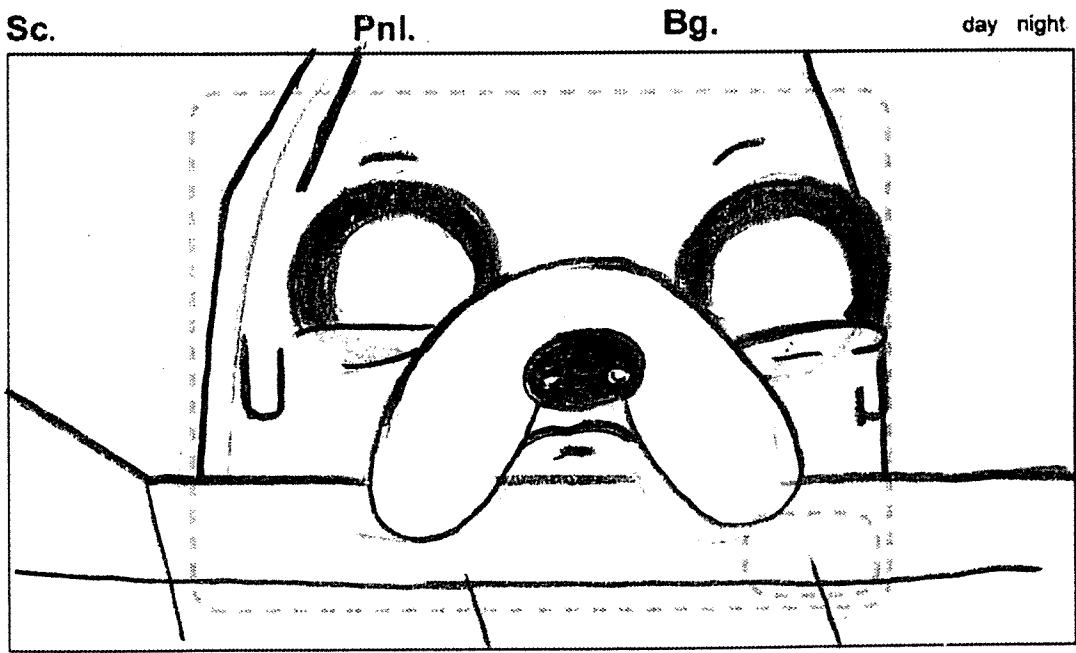
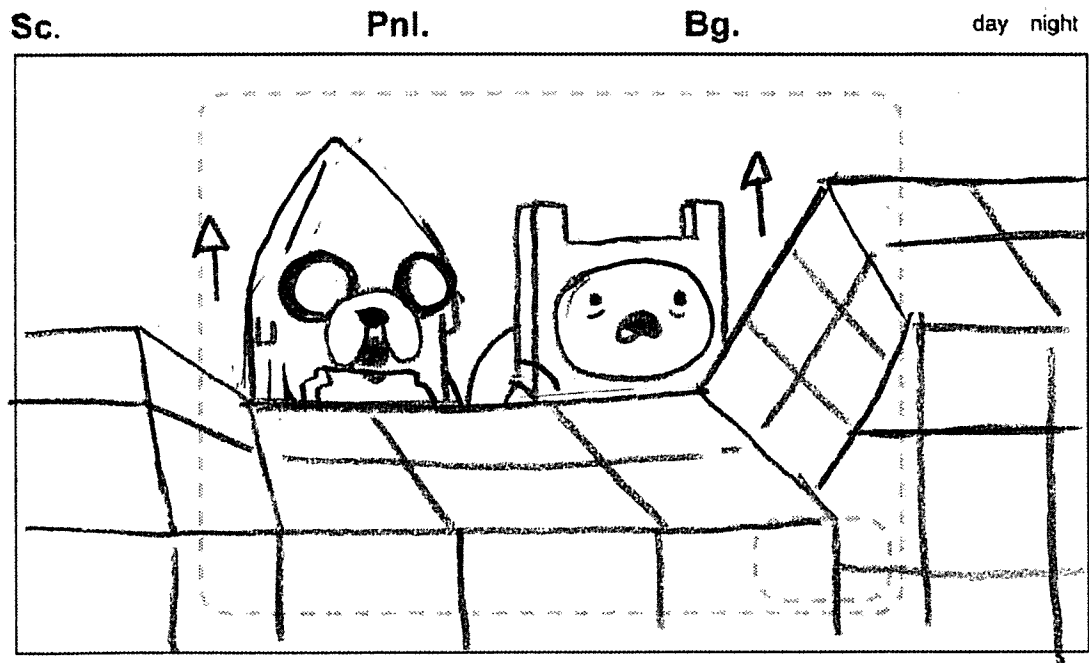
EPISODE #

Production :

ADVENTURE TIME



Page 198B



Dialog:
* sniff sniff
Action:
Timing:

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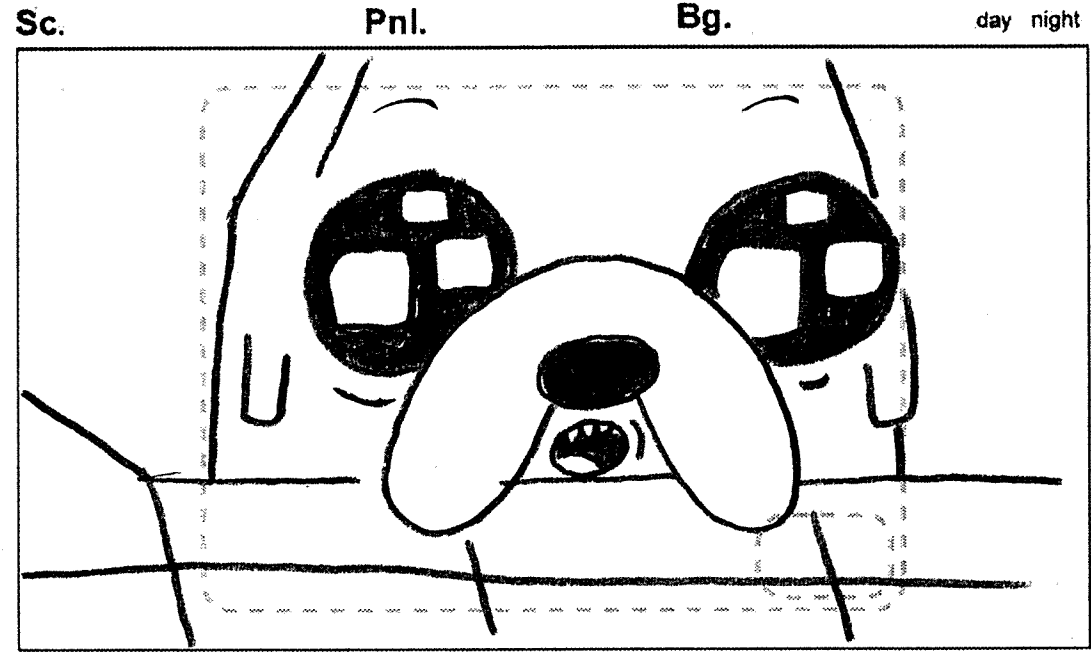
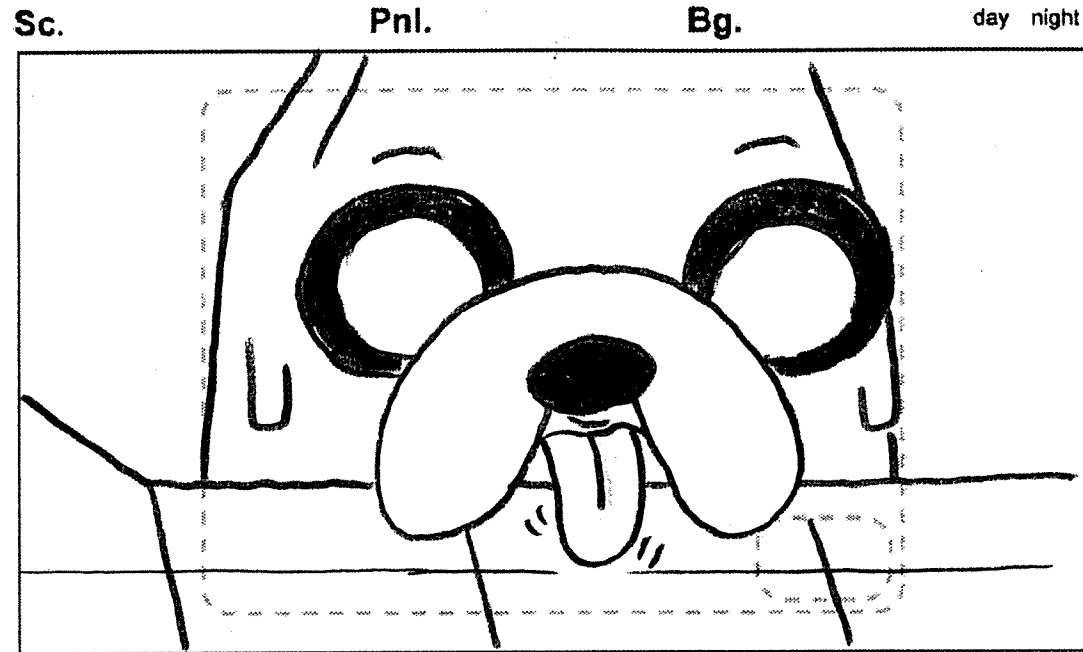
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 198C



Dialog:

J= WOH!!

Action:

Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

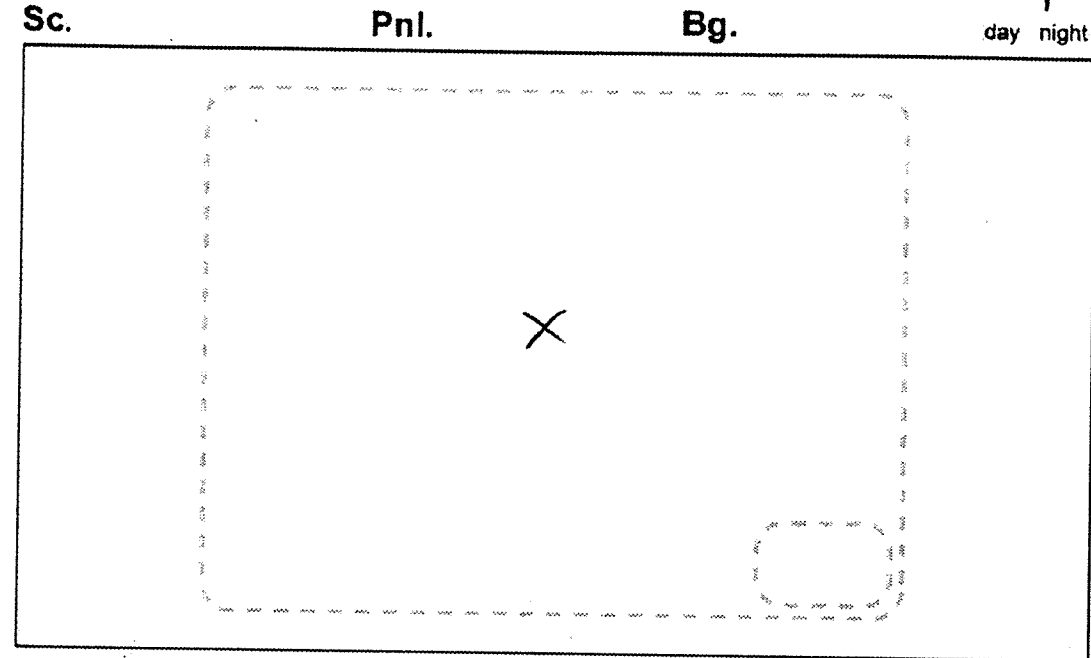
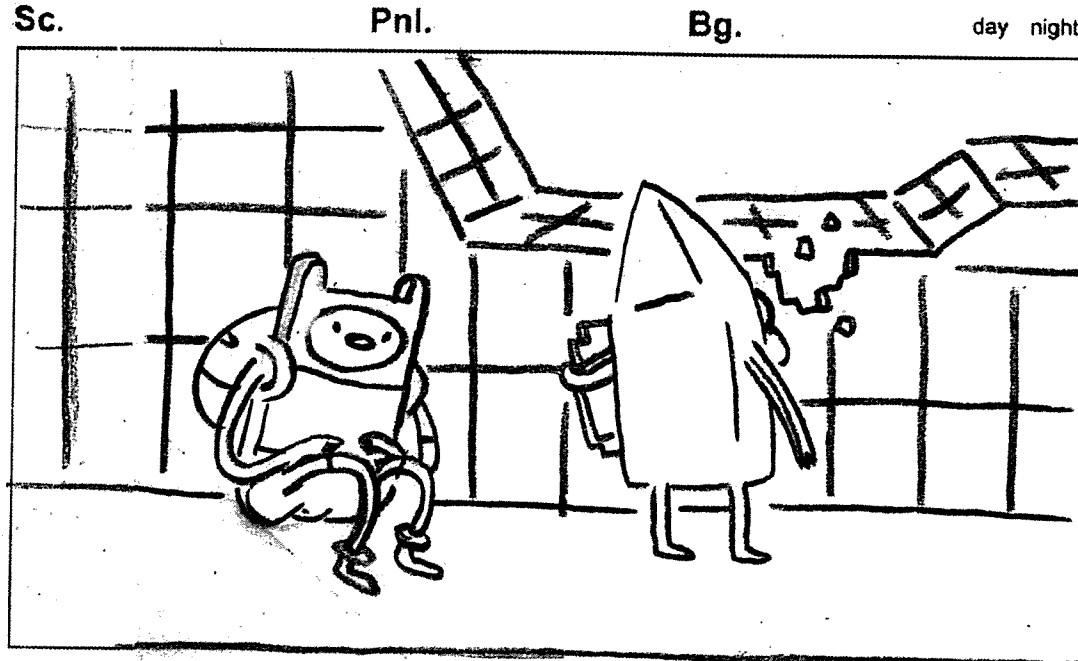
Dialog:	* BITE *	* munch munch *
Action:		
Timing:		

EPISODE # 100242  
Production :

# ADVENTURE TIME



Page 199  
day night



Dialog:

(J:) Pixels are really sweet man.

Action:

You wanna try some pixels

Timing:

EPISODE # 100242

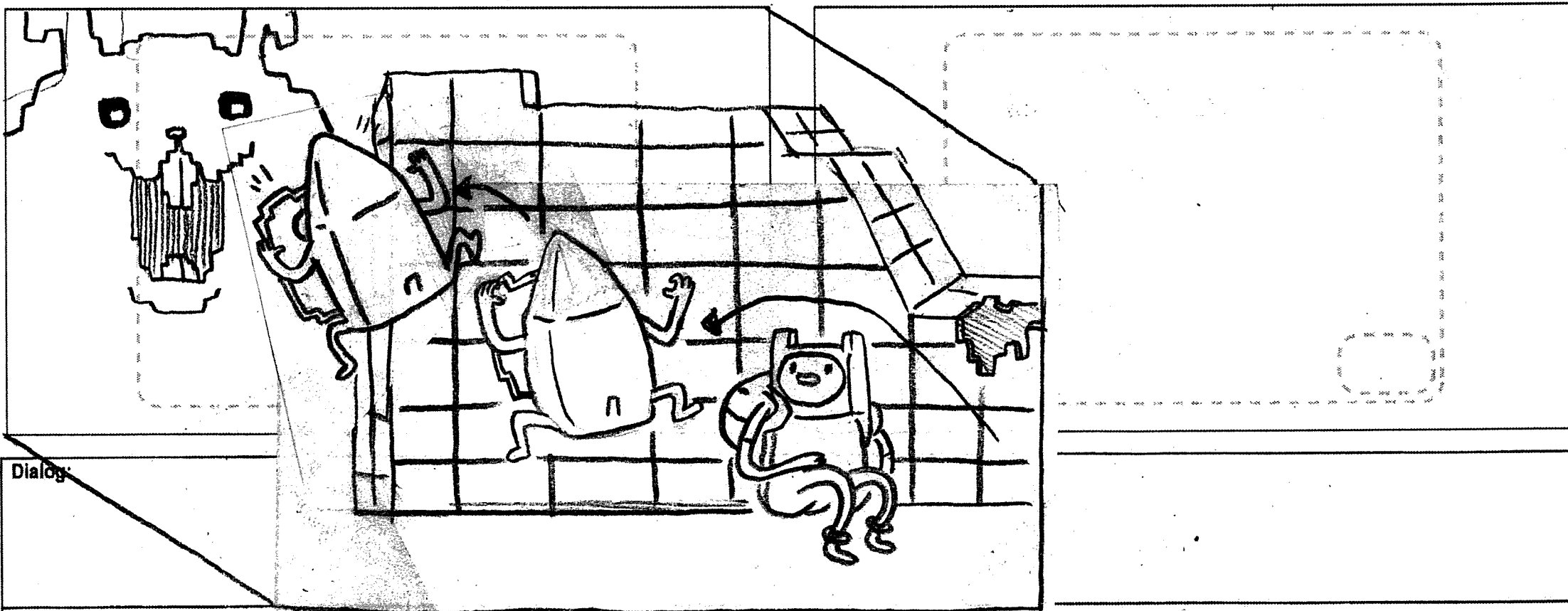
Production :

ADVENTURE TIME



Page 199A

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

(J:) lemme find  
you a  
ripe one

100242

EPISODE #

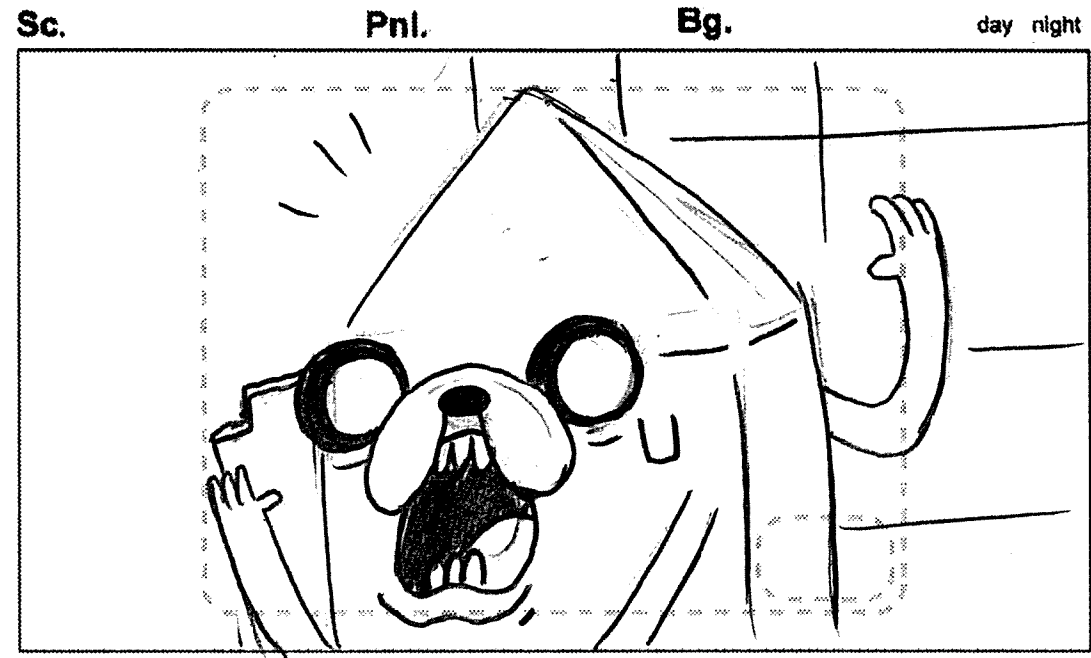
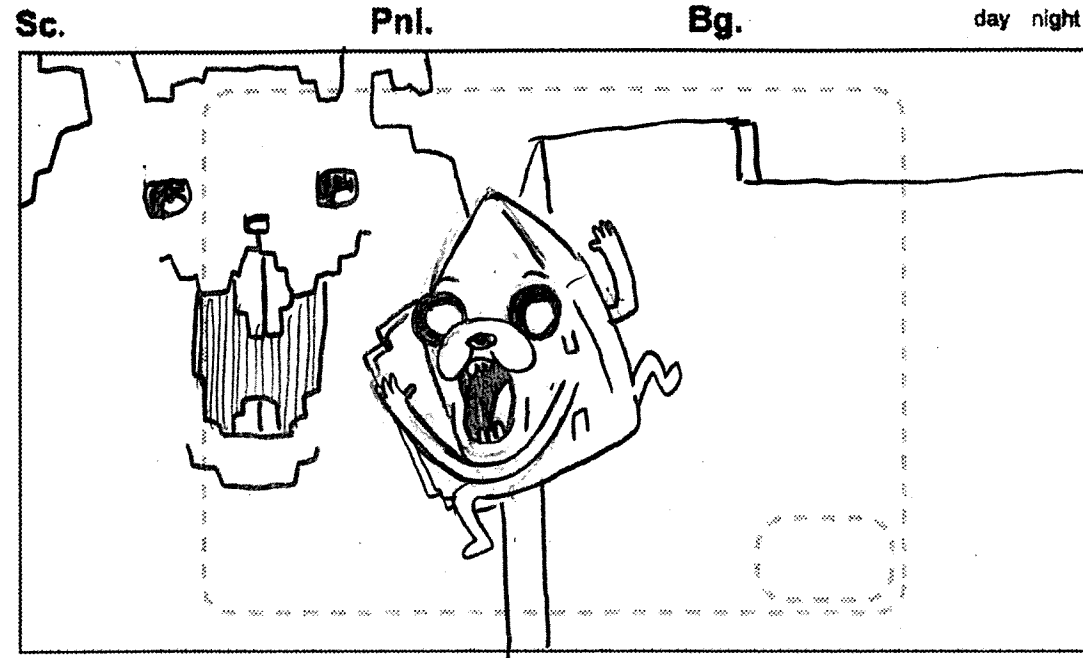
Production :

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# ADVENTURE TIME



Page 199B



Dialog:

\* GASPI! \*

J: HONEY BUNNY!!!

Action:

Timing:

100242

EPISODE #

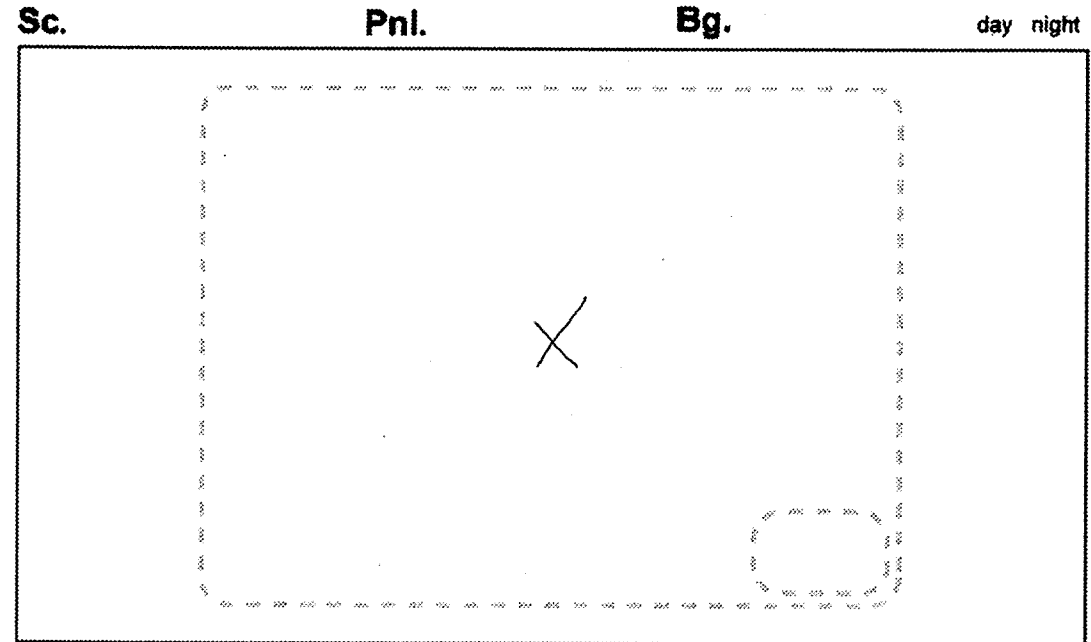
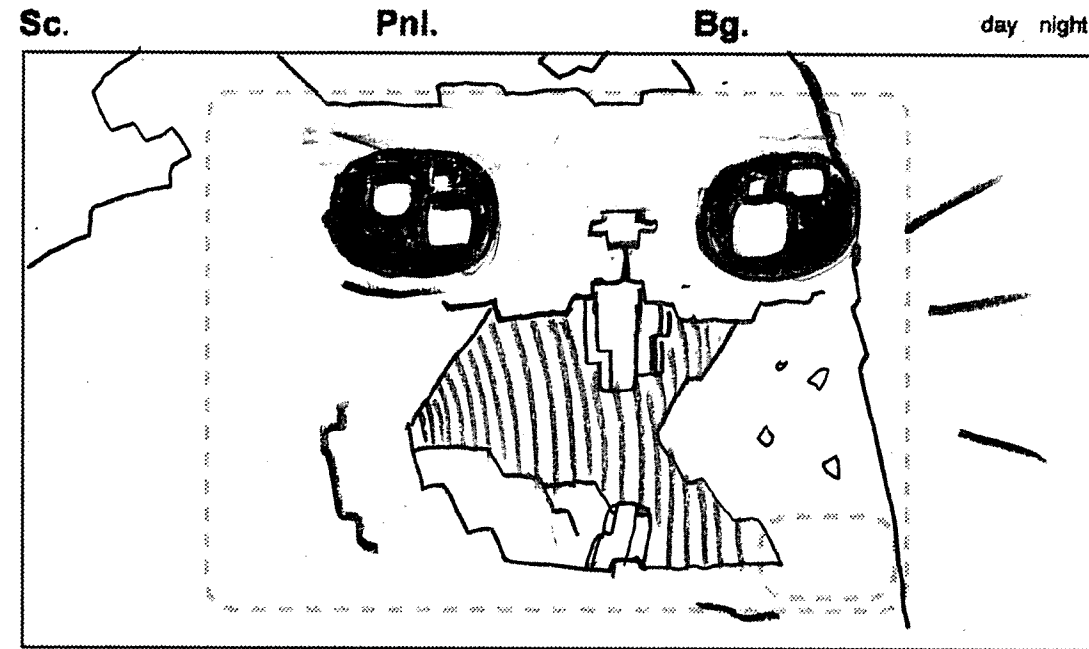
Production :



# ADVENTURE TIME



Page 199C



Dialog:

HB: RAWWR!

Action:

Timing:

100242

EPISODE #

Production :

## ADVENTURE TIME



SC. 182  
Pnl A

**Bg.**

day night

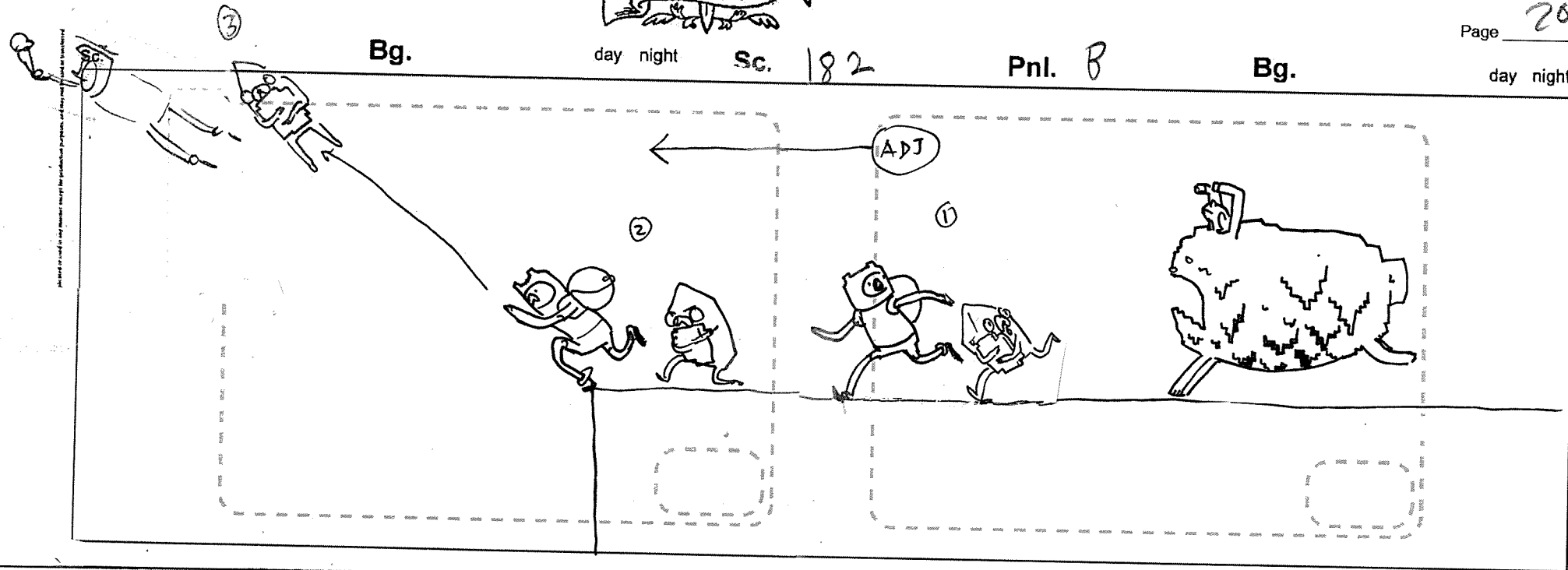
Sc. 182

Pnl. 5

**Bg.**

Page 200

day night



**Dialog:**

**Action:**

**Timing:**

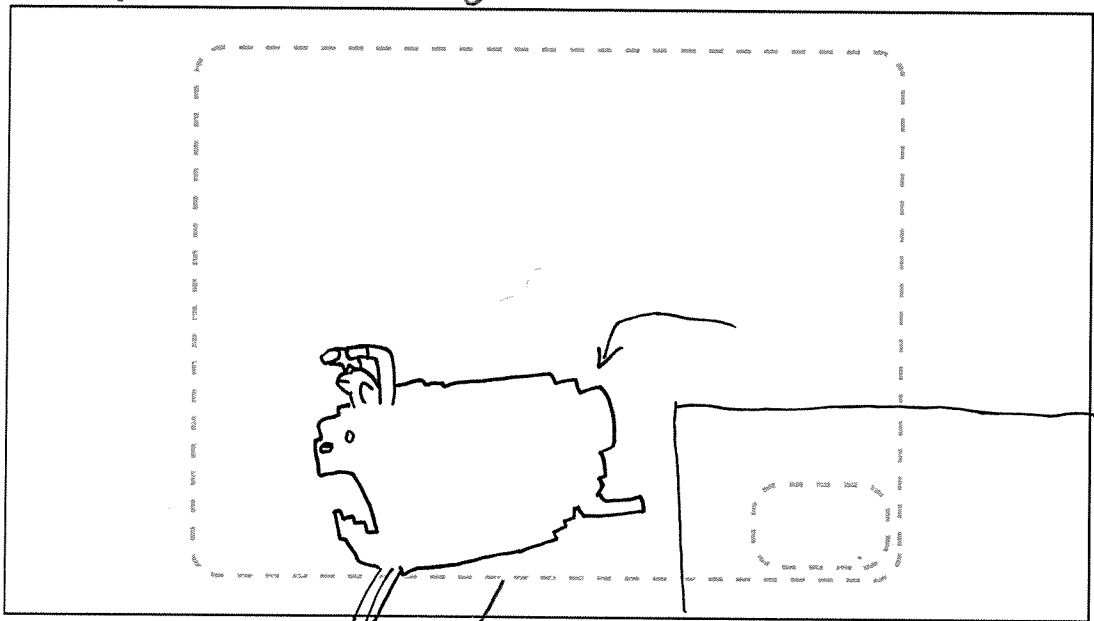
EPISODE # 10242

Production :

# ADVENTURE TIME

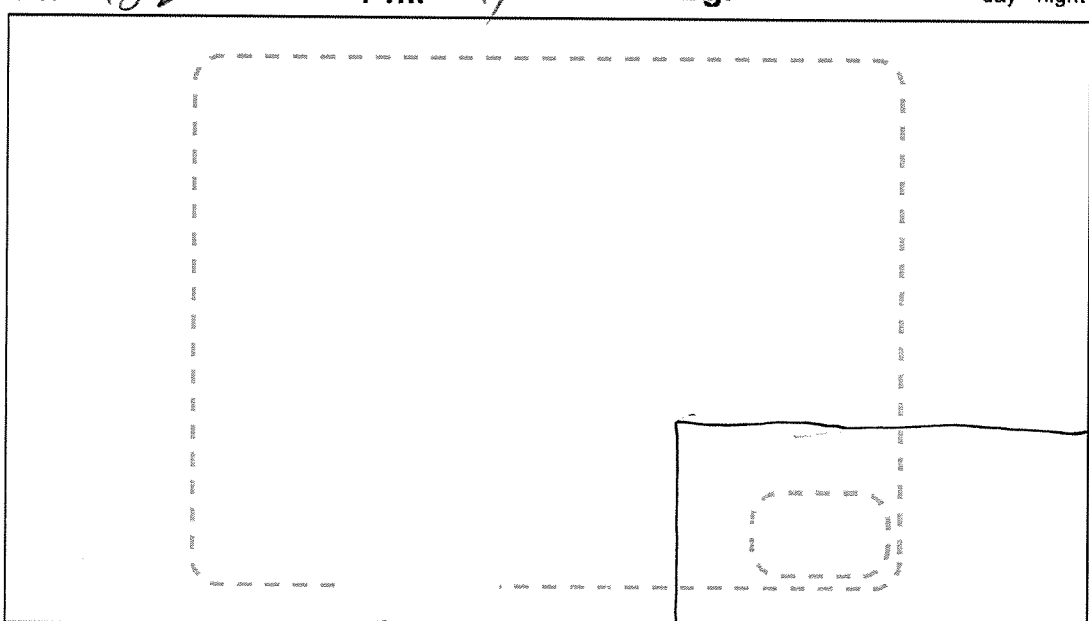


Sc. 182 Pnl. C Bg. day night



Dialog:
Action:
Timing:

Sc. 182 Pnl. D Bg. day night



EPISODE # 100242

Production :

# ADVENTURE TIME

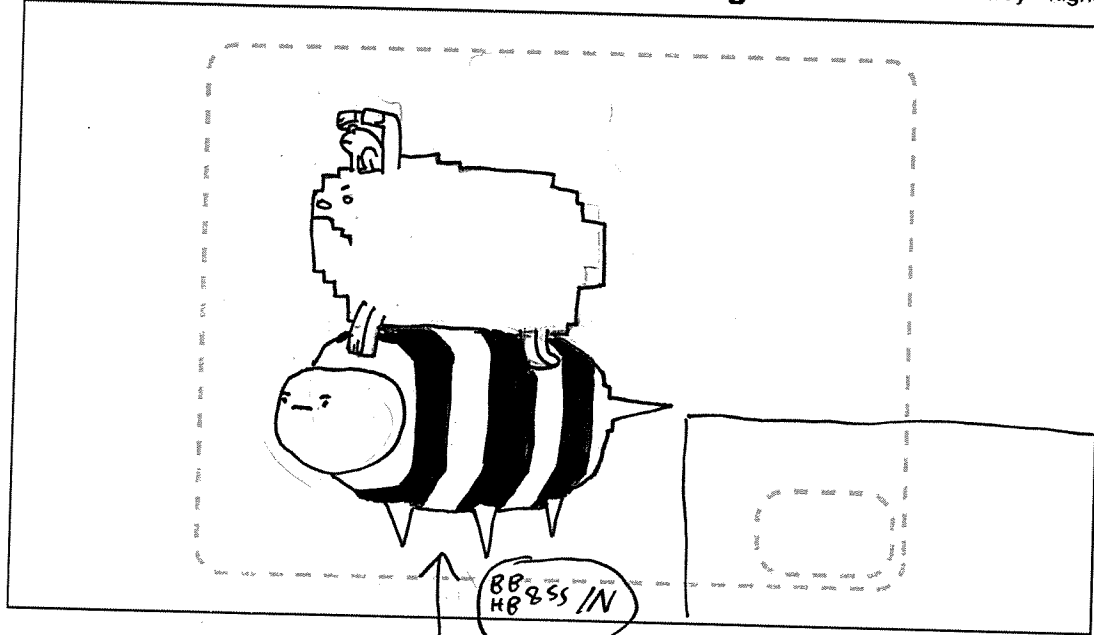


Sc. 182

Pnl. E

Bg.

day night

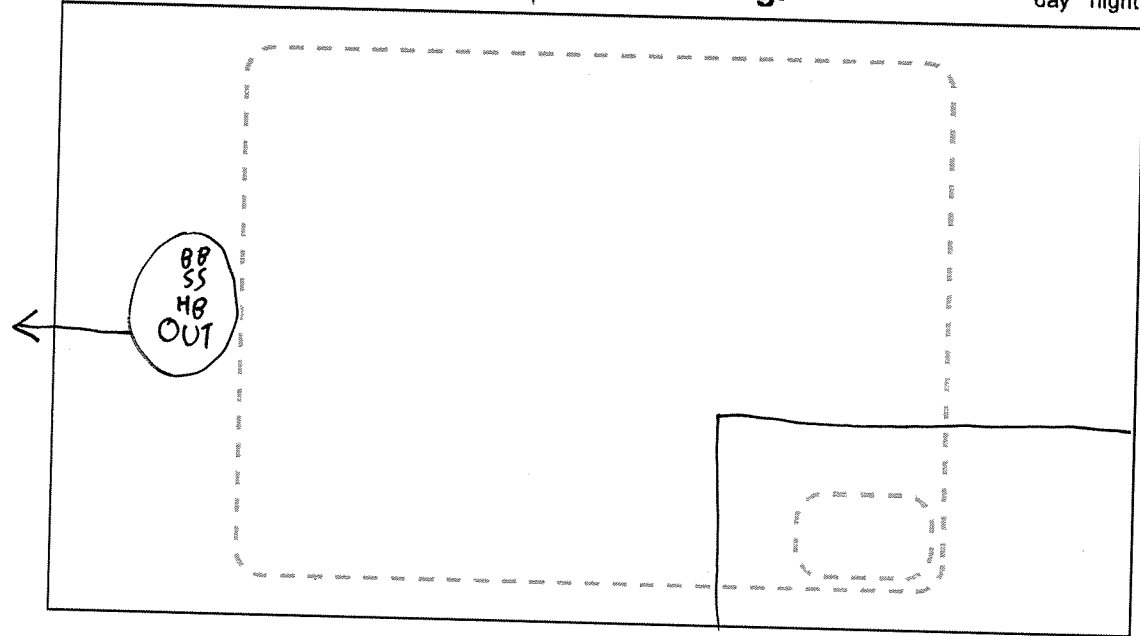


Sc. 182

Pnl. F

Bg.

day night



Dialog:

BB BZZZZZZ!

Action:

Timing:

100242

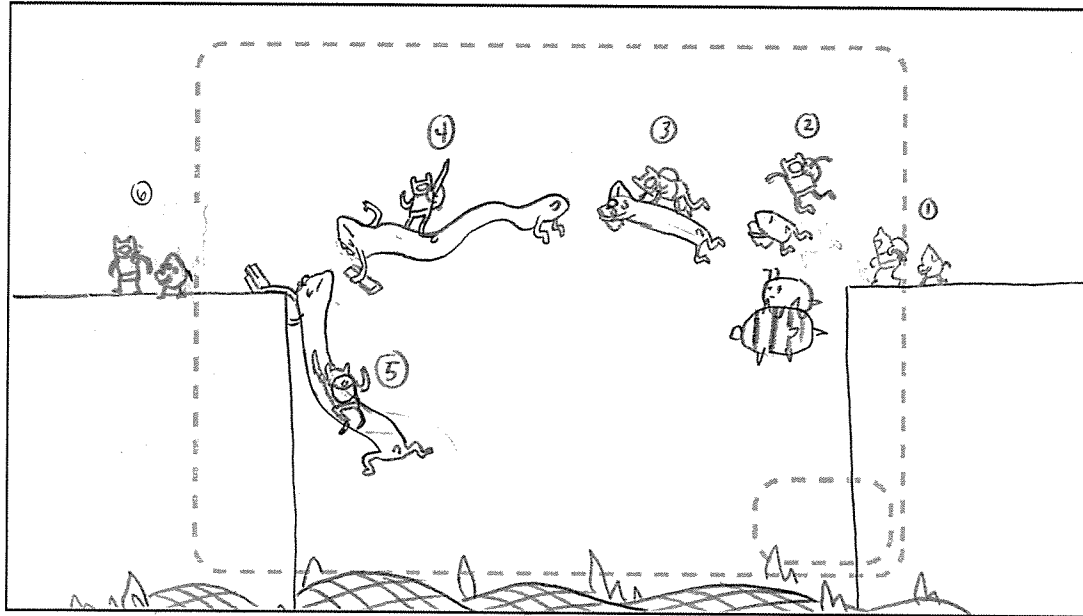
EPISODE #

Production :

# ADVENTURE TIME

Page 202A

**Sc.**                      **Pnl.**                      **Bg.**                      day night



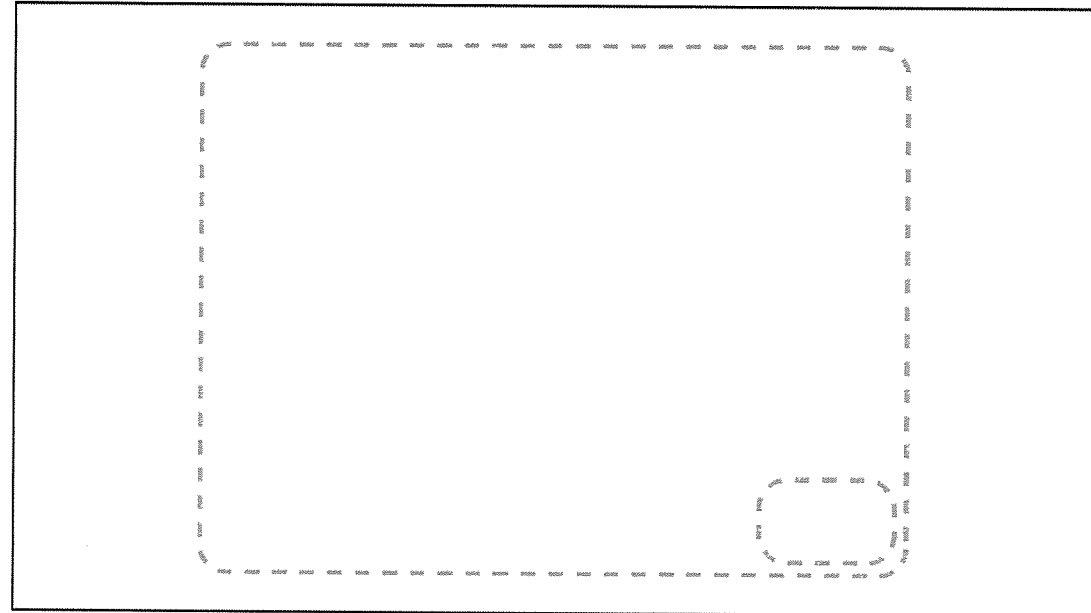
day night

**Sc.**

**Pnl.**

**Bg.**

day night



**Dialog:**

**Action:**

**Timing:**

EPISODE #	10242
1	10242

Production :

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ADVENTURE TIME

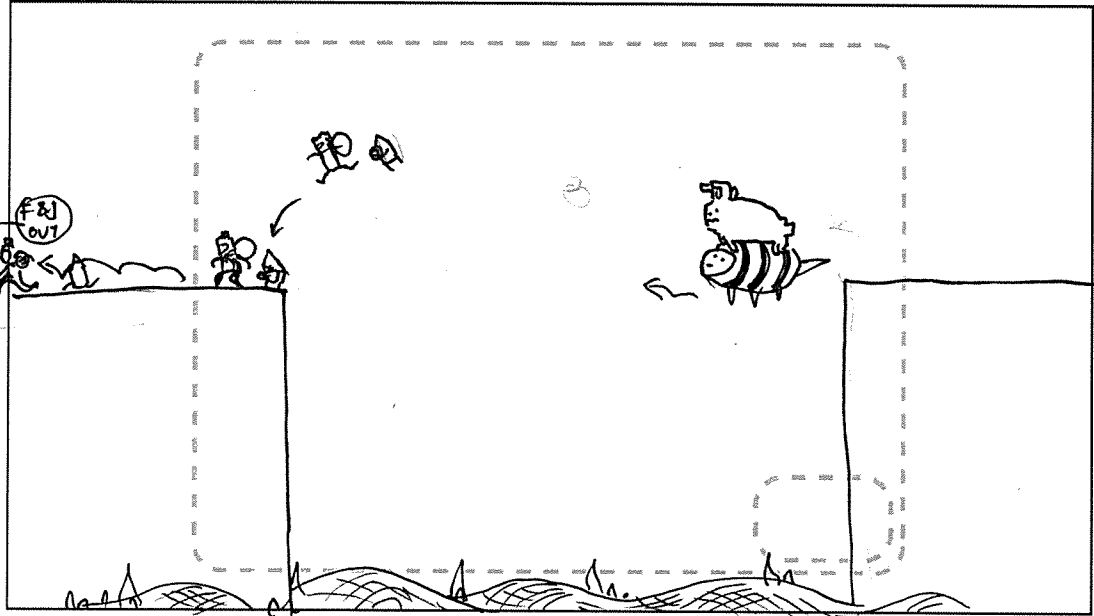


Sc. 183

Pnl. A

Bg.

day night

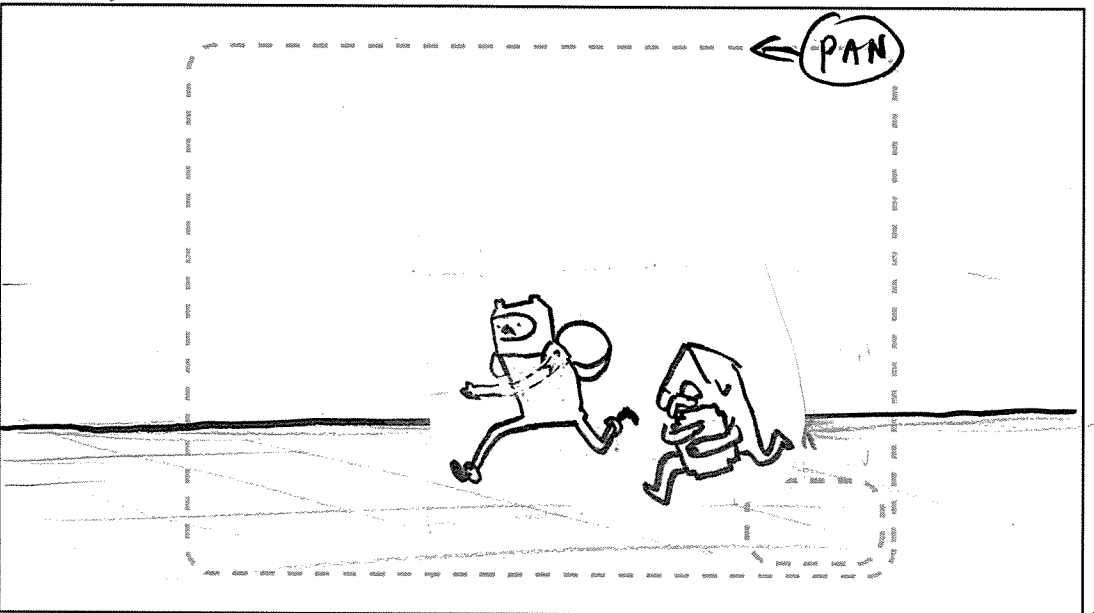


Sc. 184

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

100242  
EPISODE #  
Production :

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# ADVENTURE TIME



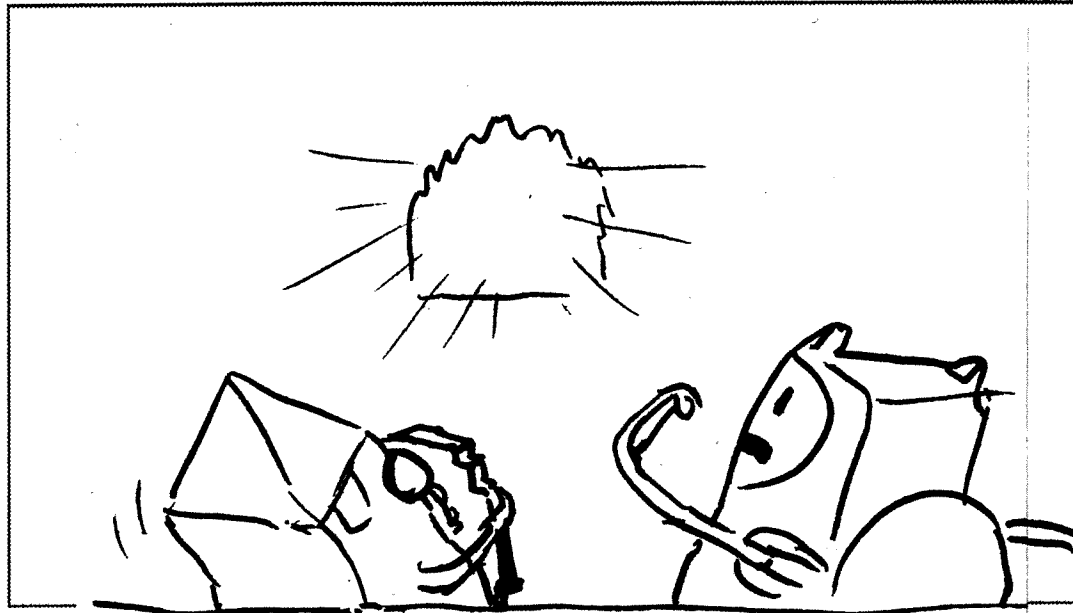
Page 204

Sc.

Pnl.

Bg.

day night

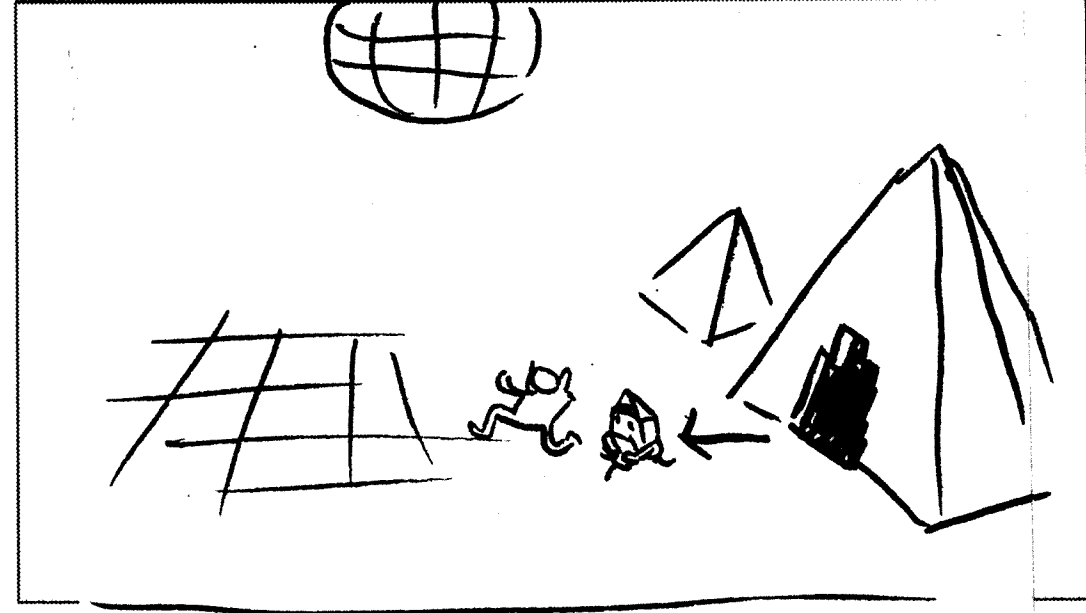


Sc.

Pnl.

Bg.

day night



Dialo

(F) I can see the light !!  
we're almost there !!

Actio

Timing:

100242

EPISODE #

Production :

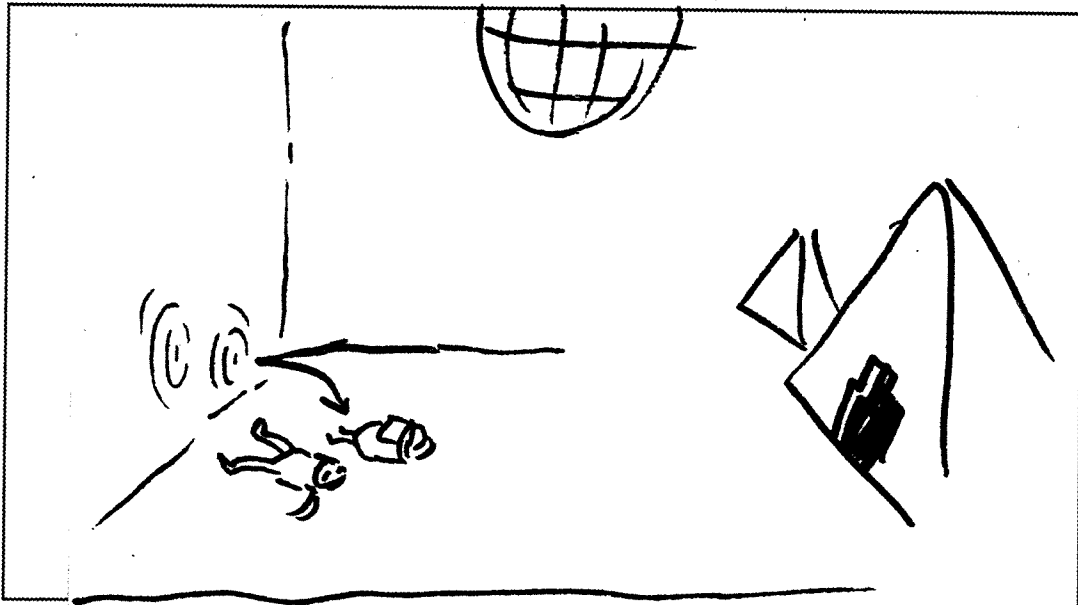
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# ADVENTURE TIME



Page 205

Sc. Pnl. Bg. day night



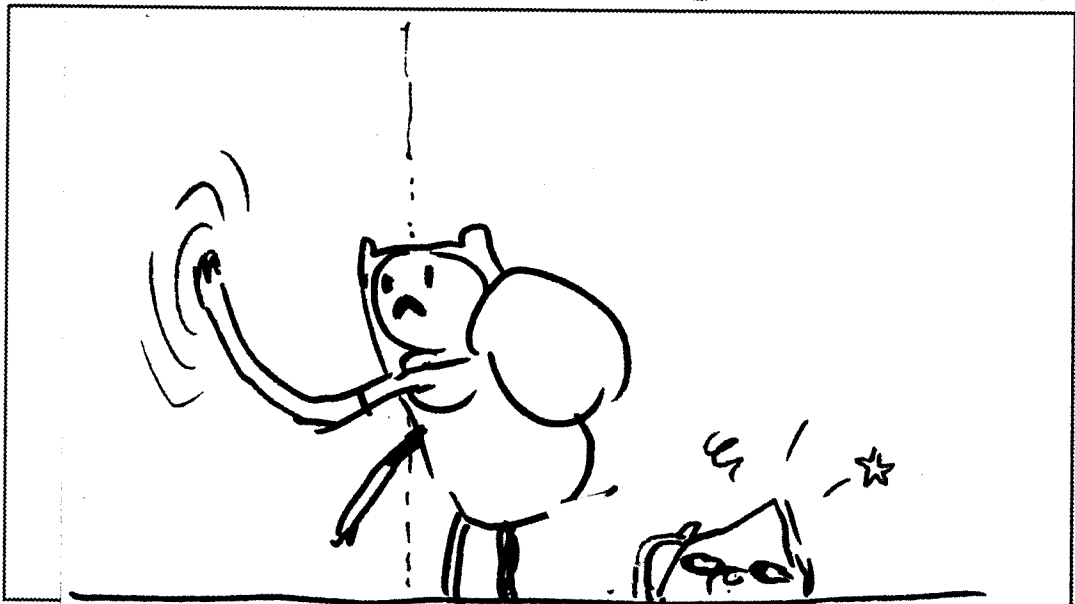
Dialo

BONG!!

Actio

Timing:

Sc. Pnl. Bg. day night



(F:) OH NO MAN- it's the edge of the screen we're trapped

100242

EPISODE #

Production :

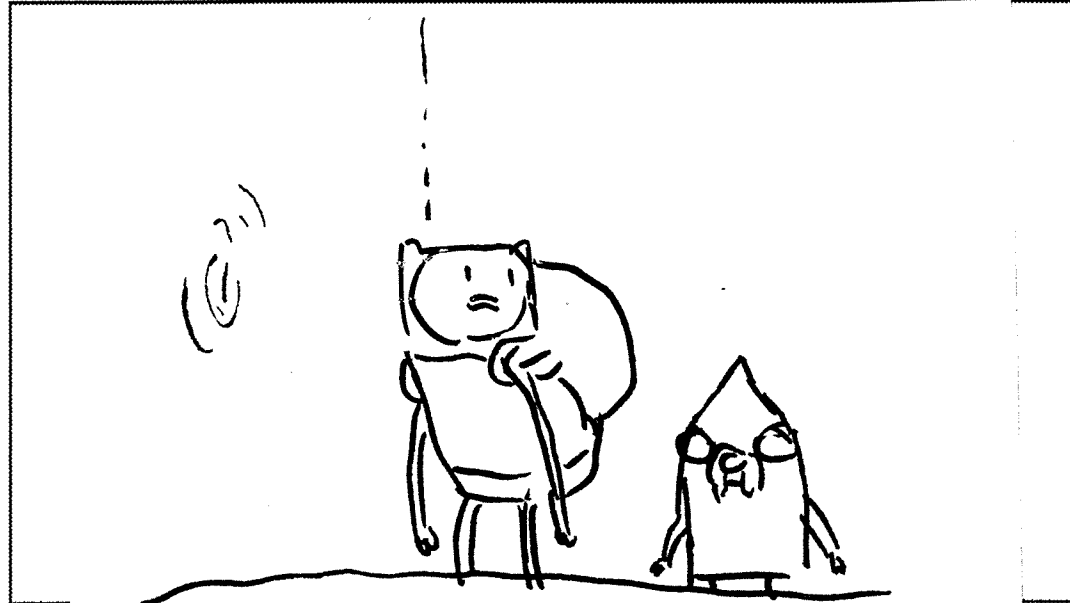


# ADVENTURE TIME



Page 206

Sc. Pnl. Bg. day night



Dialo

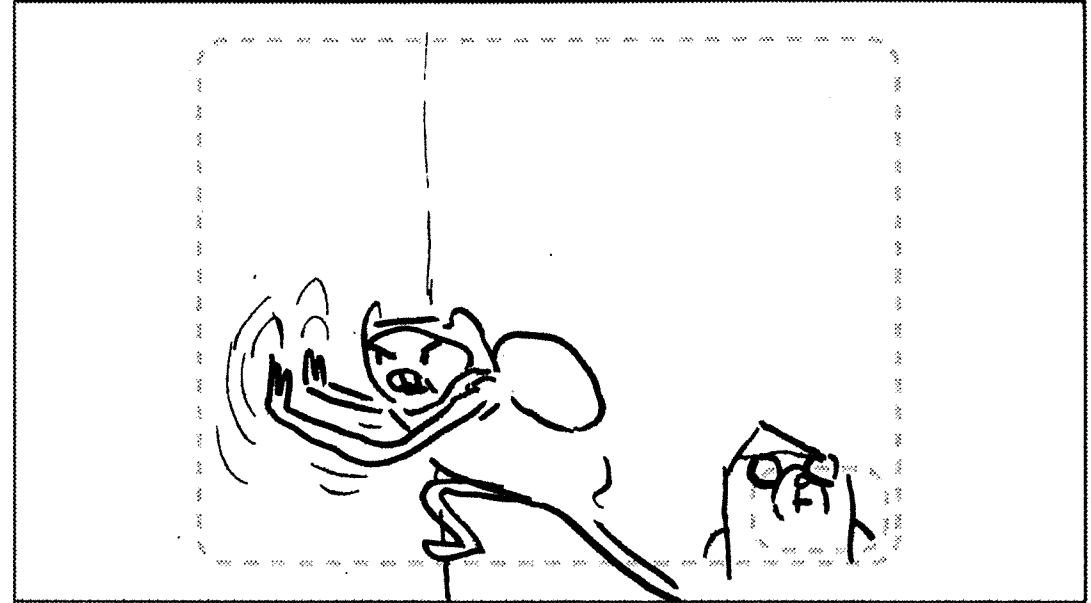
(F:)

And they'll be here  
any second!

Actio

Timing:

Sc. Pnl. Bg. day night



(F:)

Must be  
some way!!...

100242

EPISODE #

Production :

# ADVENTURE TIME



Page 207

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog: (J:) wait dude</p>									
<p>Action:</p>									
<p>Timing:</p>									
<p>(J:) the bombuh</p>									

100242

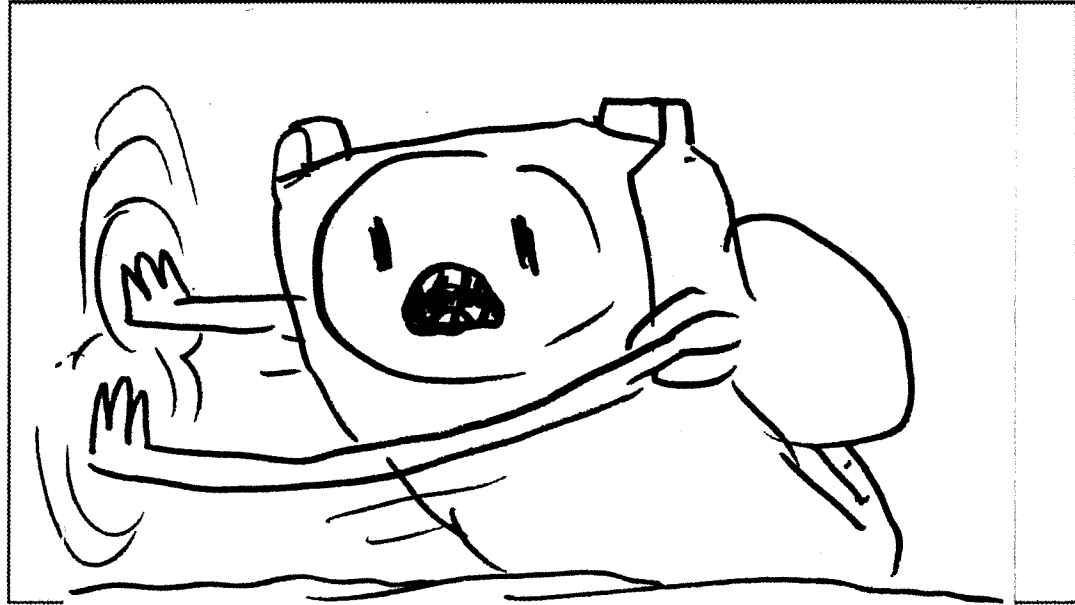
EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

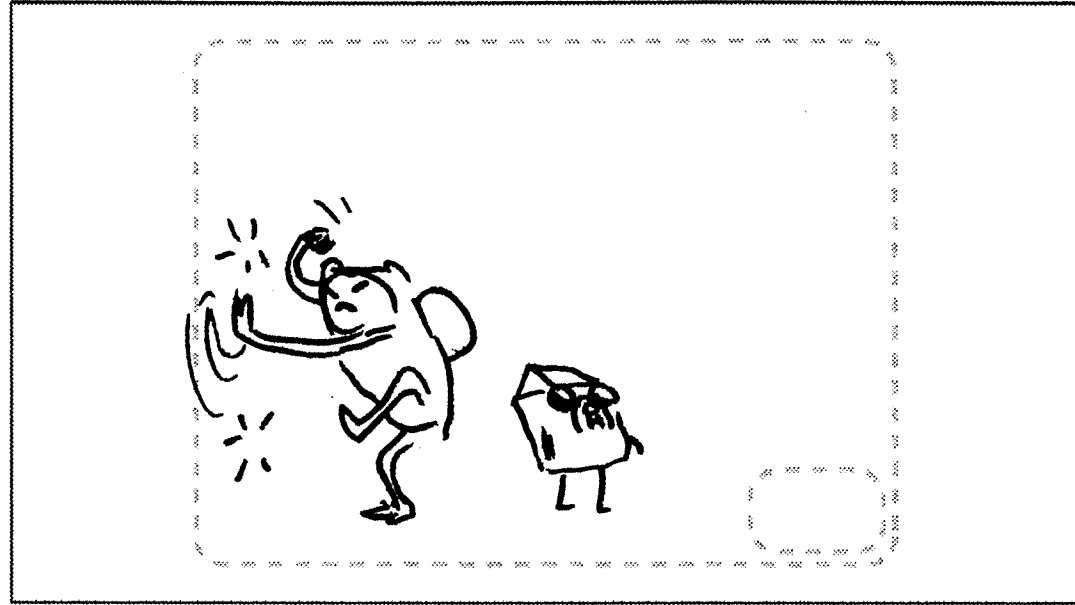


Dial: (F:) FORGET ABOUT THE BOMB TAKE! WE CAN'T GET THE BOMB!

Acti:

Timing:

Sc. Pnl. Bg. day night



(J:) (softly): wait dude -

EPISODE # 100242

Production :

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# ADVENTURE TIME



Page 209

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialo	
Actio	
Timing:	

(J:) hmmm...

100242  
EPISODE #  
Production :

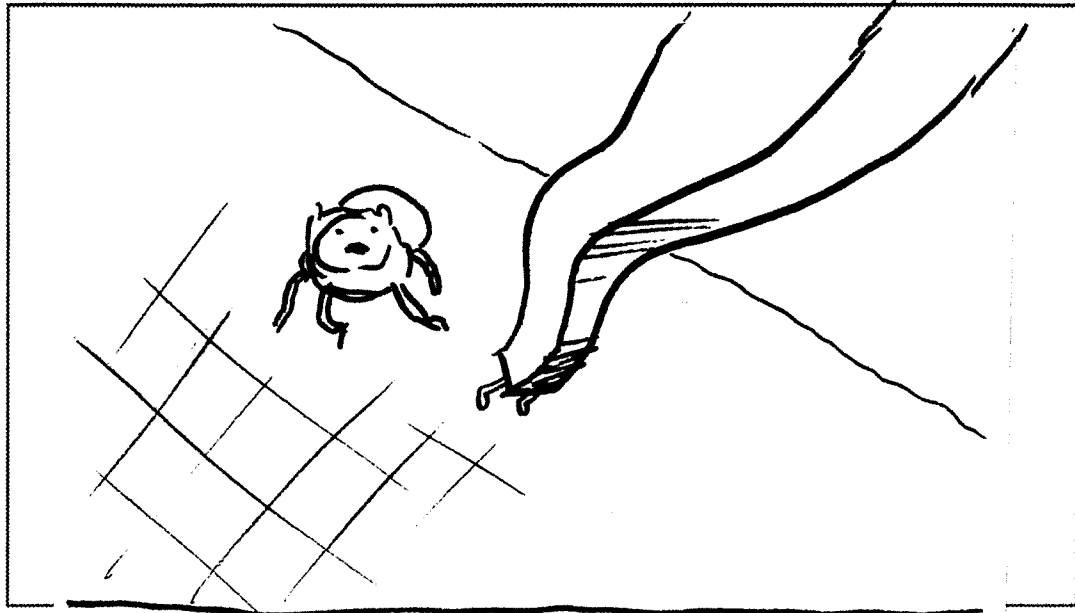
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# ADVENTURE TIME



Page 210

Sc. Pnl. Bg. day night

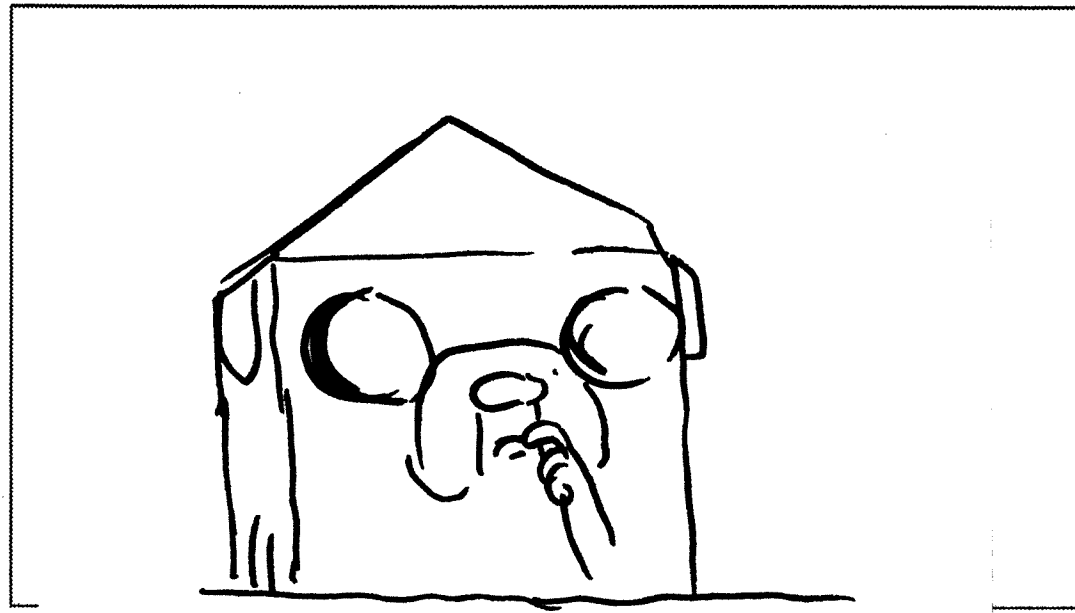


Dia  
(F:) Jake? Jake?!

Act

Timing:

Sc. Pnl. Bg. day night



EPISODE # 100242

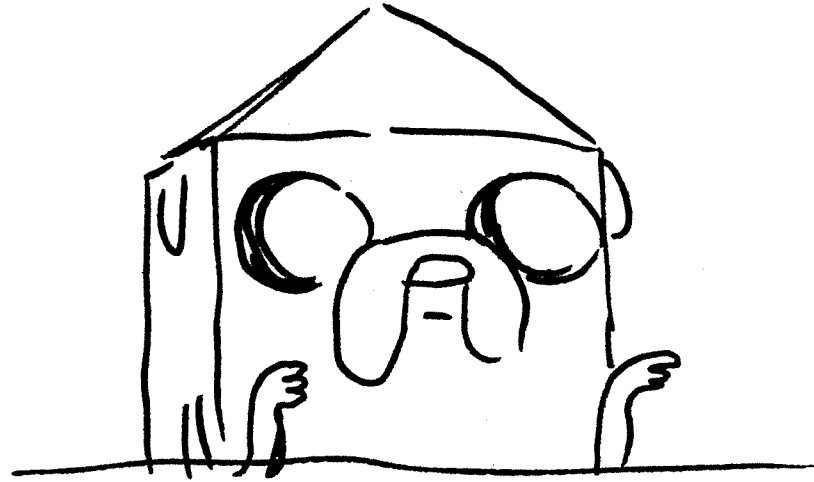
Production :

# ADVENTURE TIME

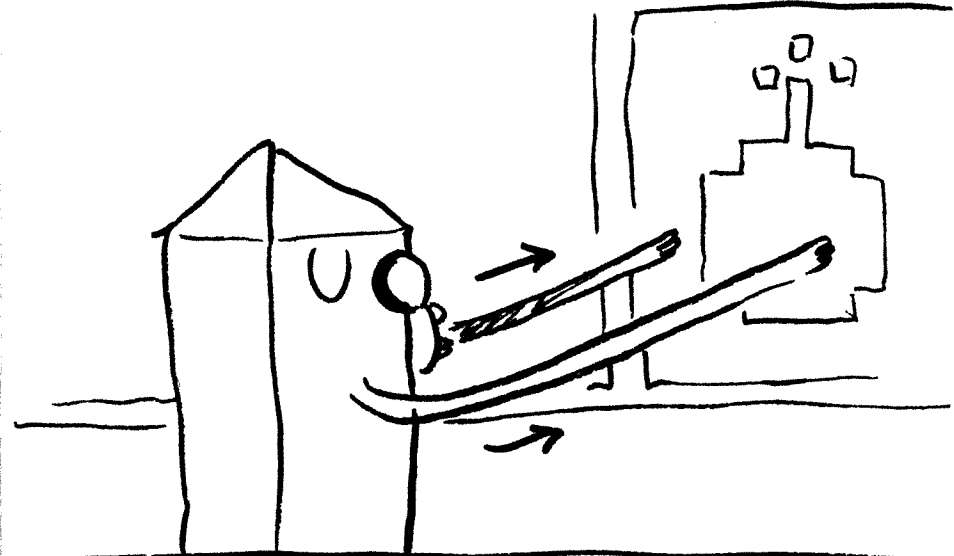


Page 210A

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



(F) (O.S.) JAKE?



(J:) what if I ...

Dir

Ac

Timing:

100242

EPISODE #

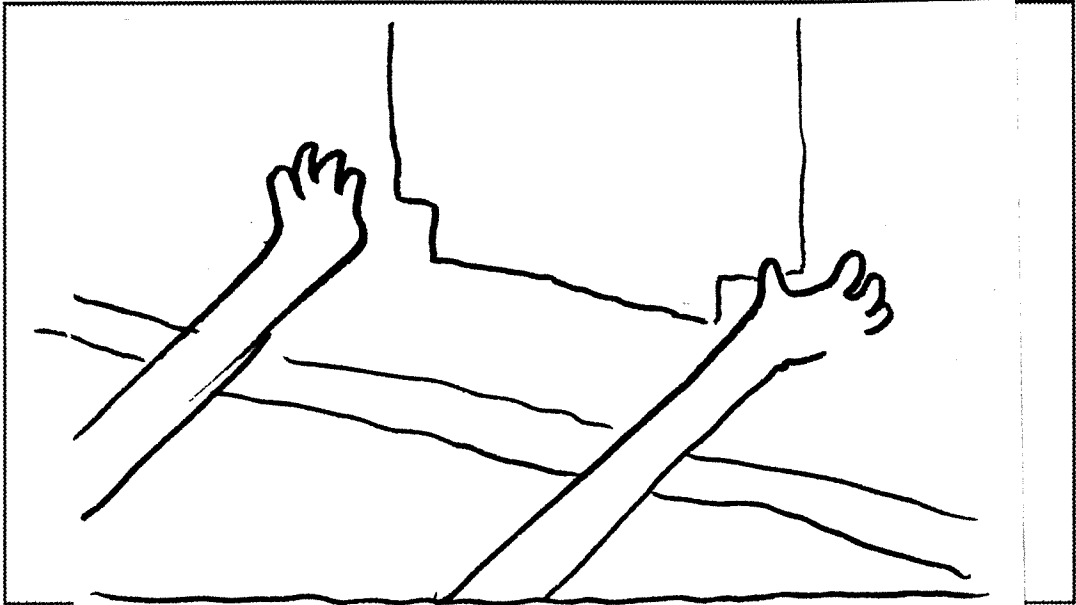
Production :

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# ADVENTURE TIME

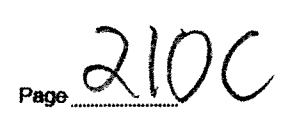


Page 210B

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<b>Dialo</b>									
<b>Action</b>									
<b>Timing:</b>									

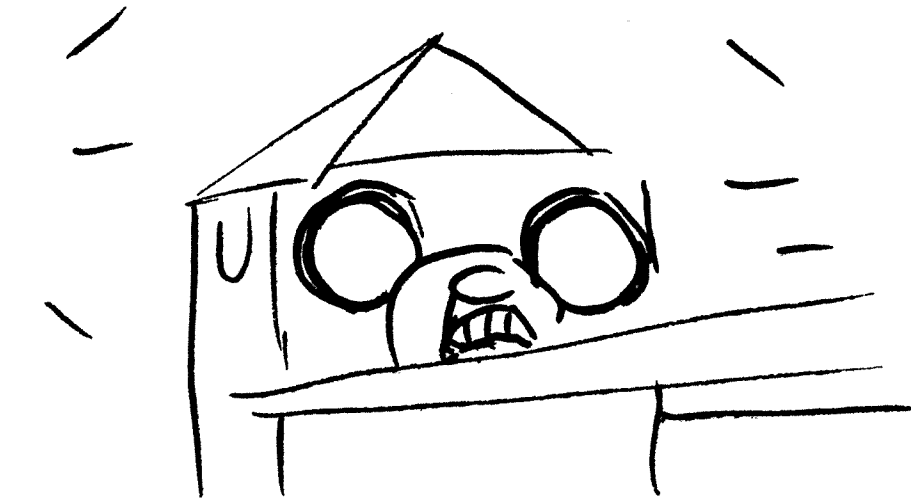
Production : 100242 EPISODE #

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Page .....  
day night

day night



SFX: ERROR!!  
ERROR!!  
ERROR!!

**Act**

**Timing:**

**Production :**

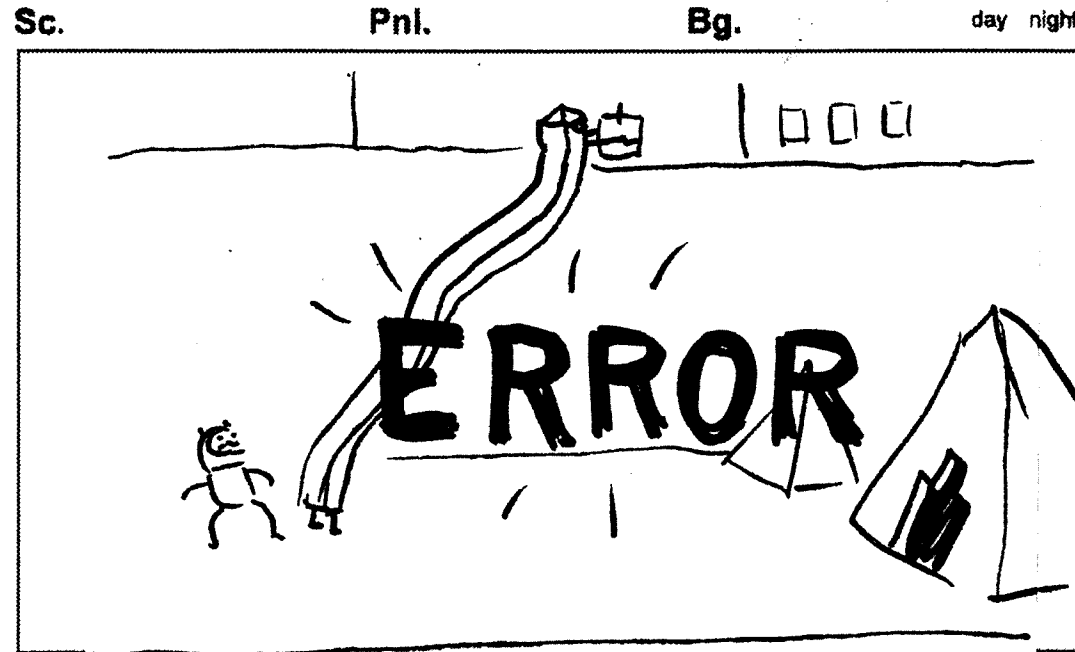


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# ADVENTURE TIME



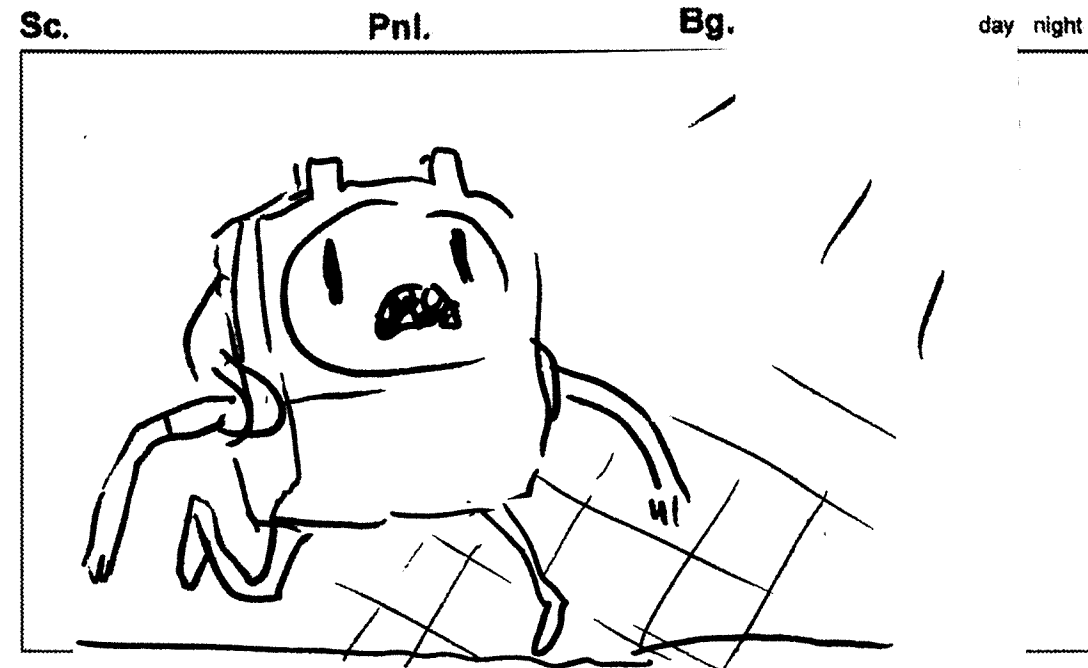
Page 210D



Dialo (V.O.) error error error  
\* FLashing ERROR \*

Actio

Timing:



(F) JAKE LEGGO A THAT!  
THAT'S NOT HOW IT  
WORKS!

( ERROR ERROR message )

100242

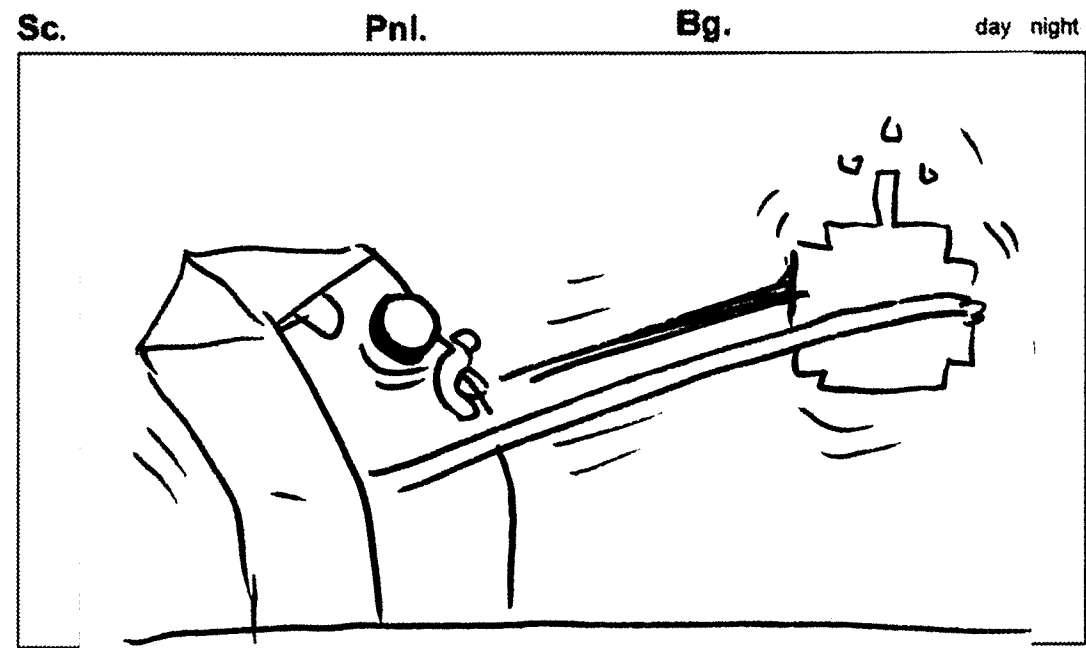
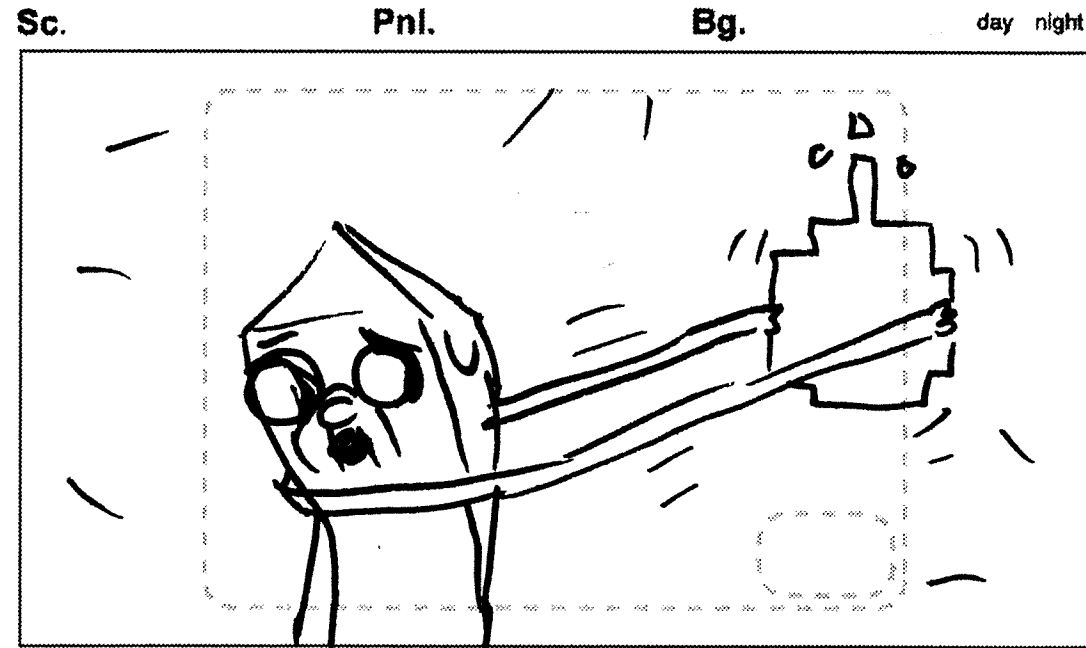
EPISODE #

Production :

# ADVENTURE TIME



Page 210E



Dialog: (J) But we need the bomb!

Action: (ERROR)

Timing:

(J:) RRRRR !!

(ERROR)

100242

EPISODE #

Production :

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# ADVENTURE TIME



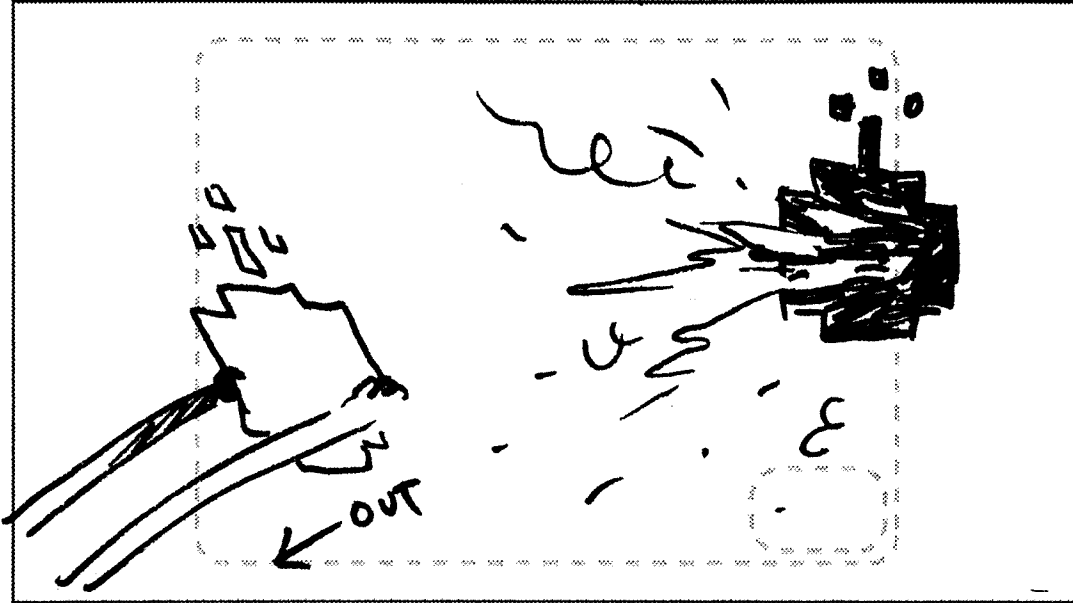
Page 210 F

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

\* POP! \*

Action:

(LOUDER  
FASTER: ERRORERRORERROR!!)

Timing:

(ERROR message)

100242

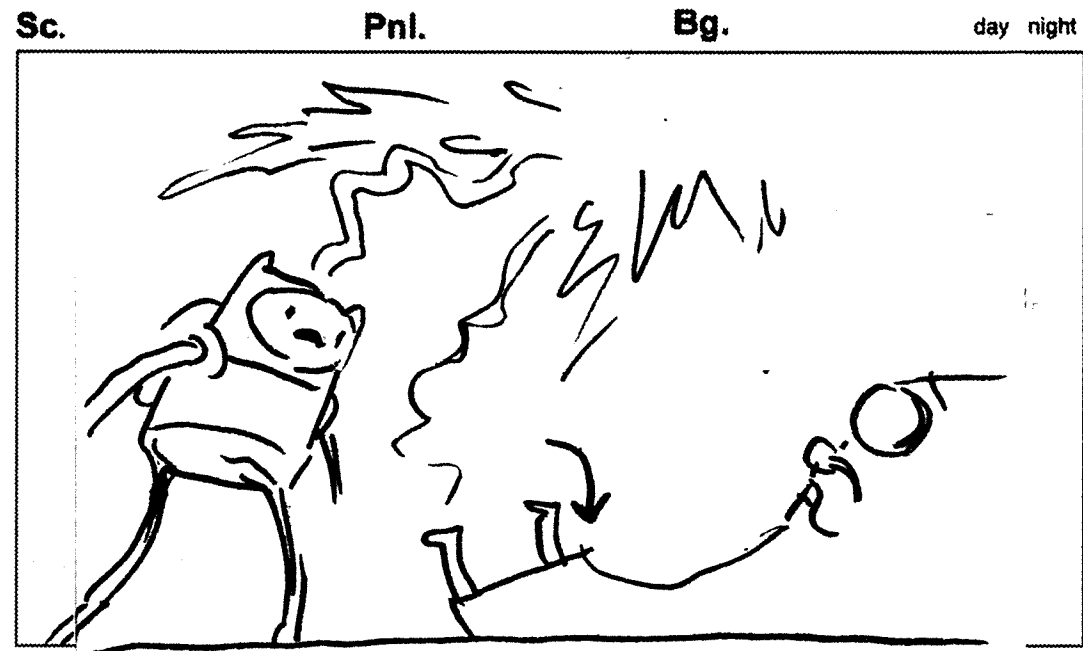
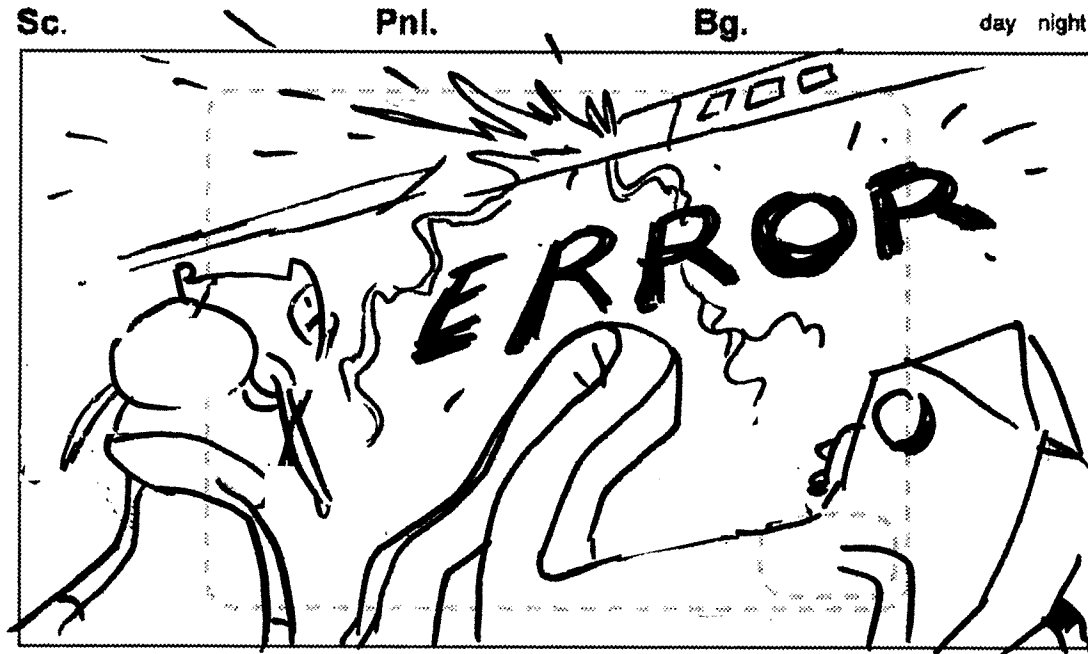
EPISODE #

Production :

# ADVENTURE TIME



Page 210G



Dialog:

(J) whoops

Action:

Timing:

(F:) told you so.

100242

EPISODE #

Production :

ADVENTURE TIME



Page 210H

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:  
(F;) YAAAH!

Action:

Timing:

EPISODE # 100242

Production :

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# ADVENTURE TIME



Page 210 I

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dial: (J) FINN!</p>					<p>(J) YAAAH</p>				
<p>Acti:</p>									
<p>Timing:</p>									

100242

EPISODE #



Production :

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# ADVENTURE TIME



Page 210 J

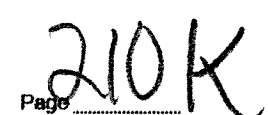
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
<p>Dialo</p> <p>(J) YAAAAH!!</p>									
<p>Actio</p>									
<p>Timing:</p>									

100242

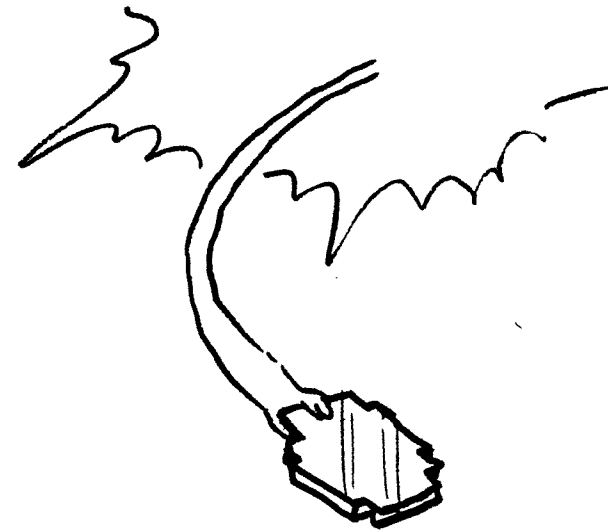
EPISODE #

Production :

participation in past or future projects, and the need to ensure that the project is not seen as a one-off exercise, but as a continuous process. The project is not seen as a one-off exercise, but as a continuous process. The project is not seen as a one-off exercise, but as a continuous process.



day night



Act

10242

**EPISODE #**

**Production :**



# ADVENTURE TIME

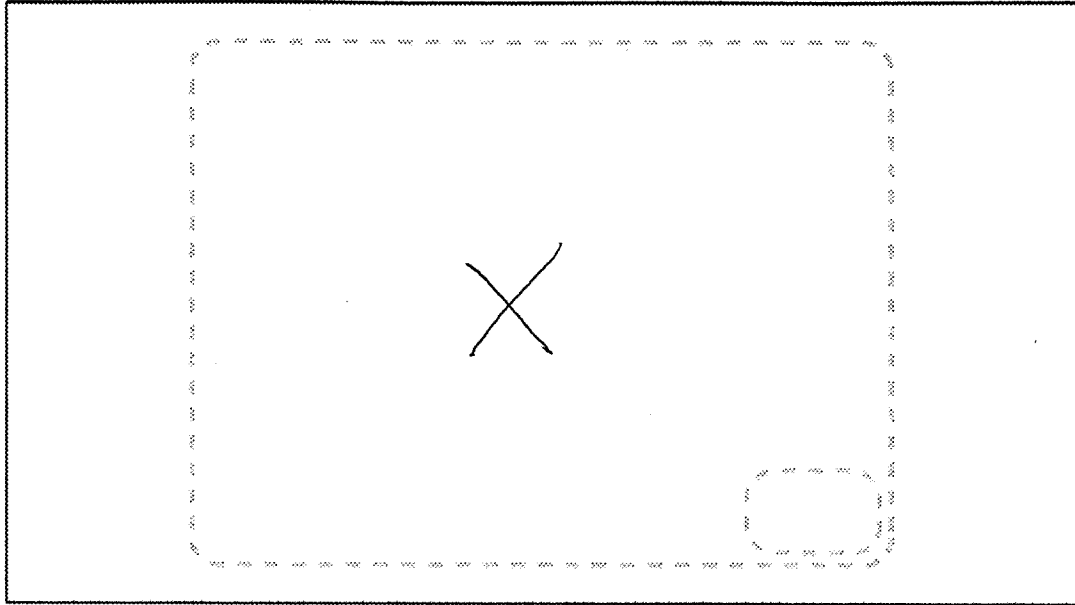


Page 210 L

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialo

Action

Timing:

100242

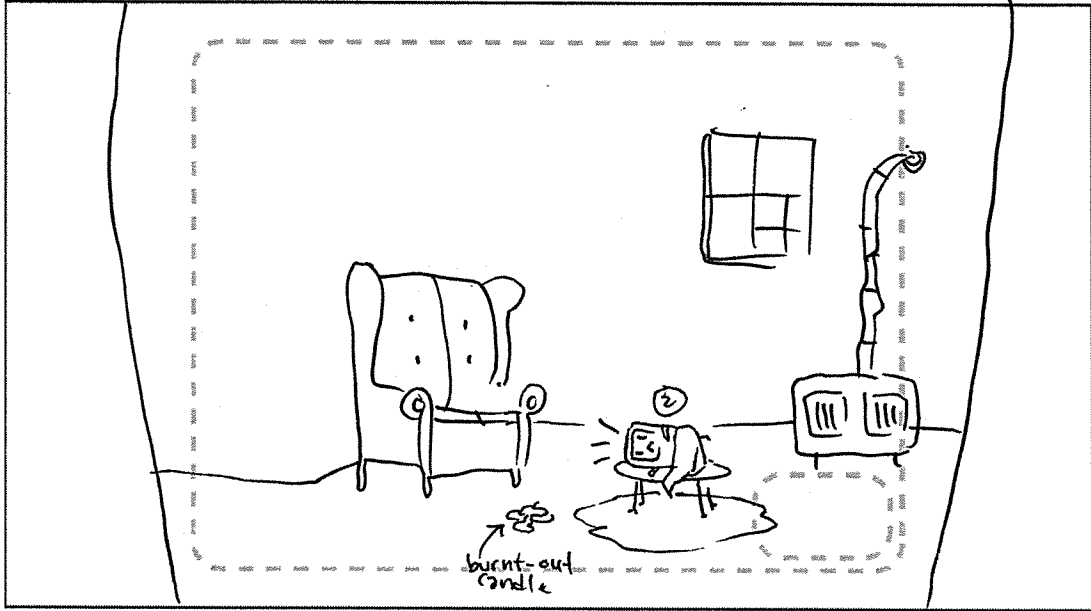
EPISODE #

Production :

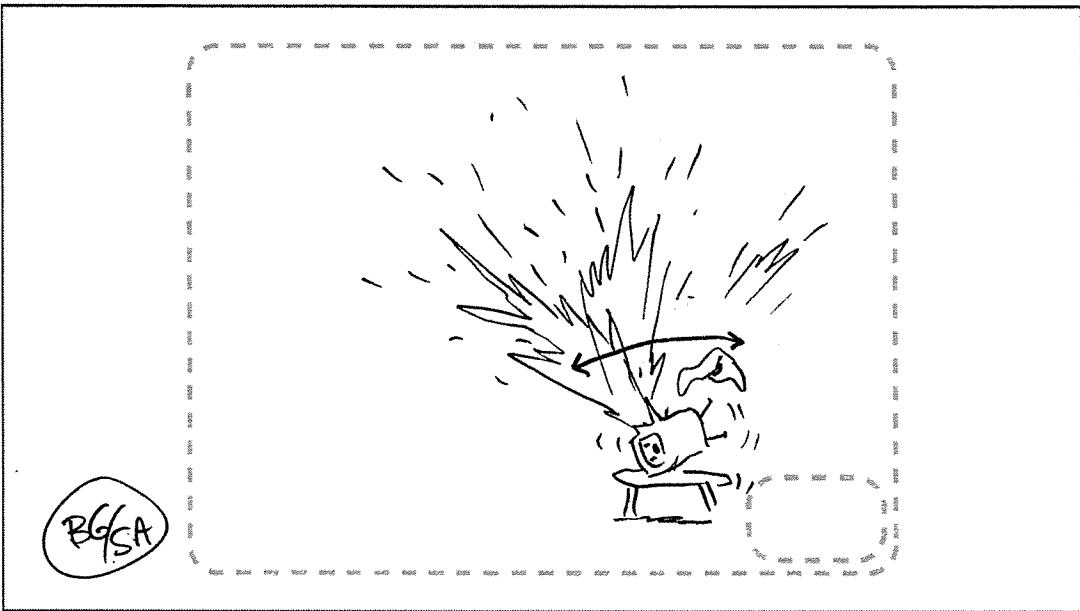
ADVENTURE TIME




Sc. 193 Pnl. A Bg. day night



Sc. 193 Pnl. B Bg. day night



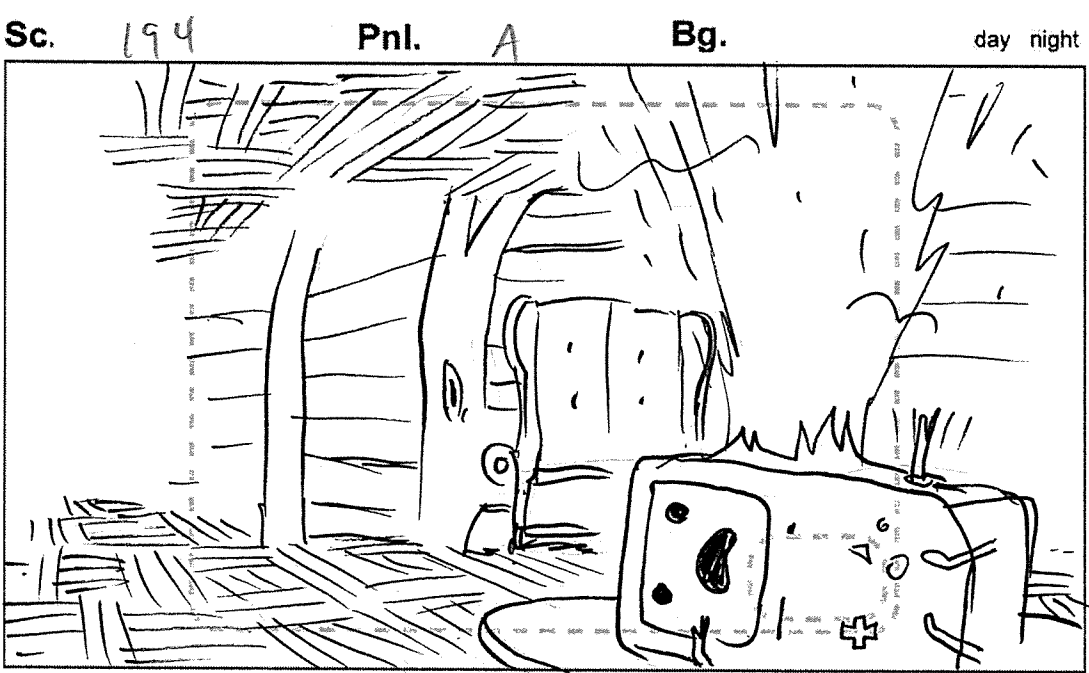
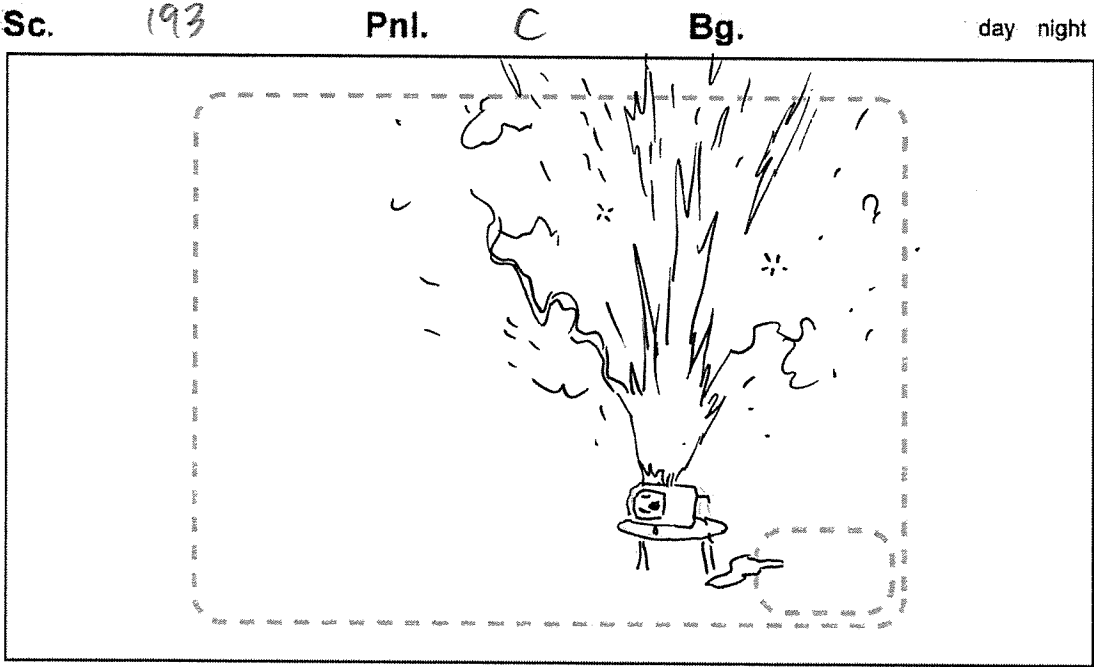
Dialog:		
Action:		sparks blast a hole out of Beemo's side shaking him around
Timing:		

EPISODE # 100242

Production :

A

ADVENTURE TIME



Dialog:

Action: He stops shaking and the sparks increase

Timing:

EPISODE # 100242

Production :

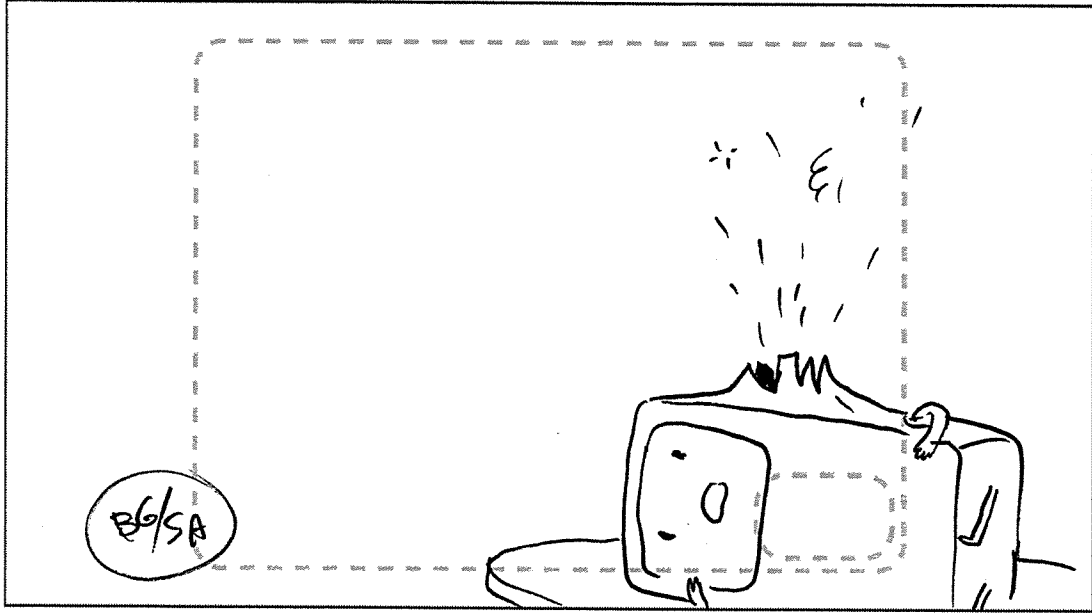
B

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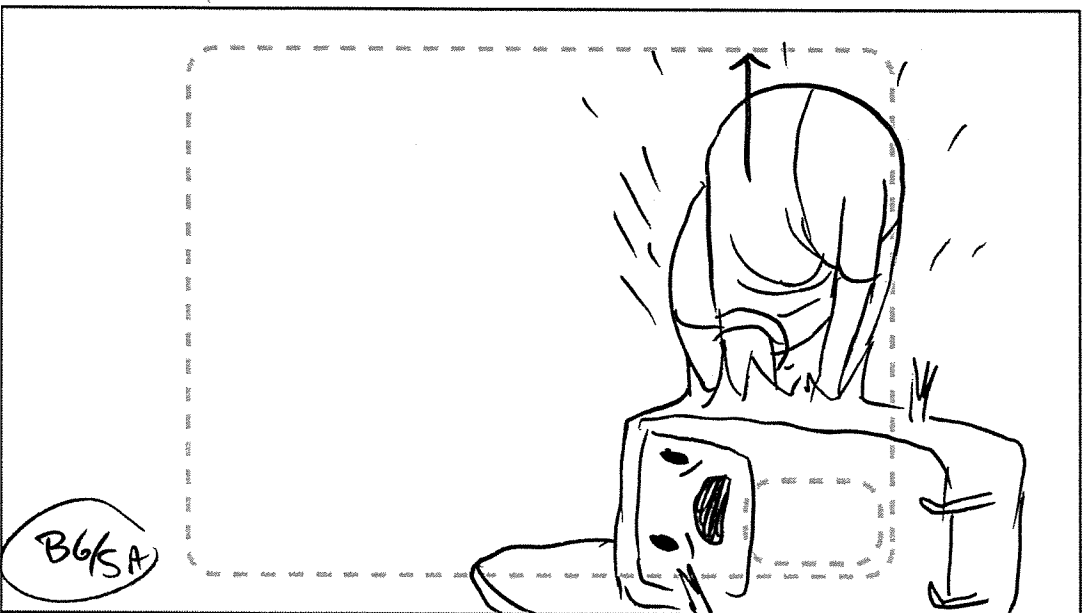
ADVENTURE TIME



Sc. 194 Pnl. B Bg. day night



Sc. 194 Pnl. C Bg. day night



Dialog:	
Action:	the sparks slow for a moment Finn <del>looks</del> out of Beemo's side starts to pop
Timing:	

100242

EPISODE #

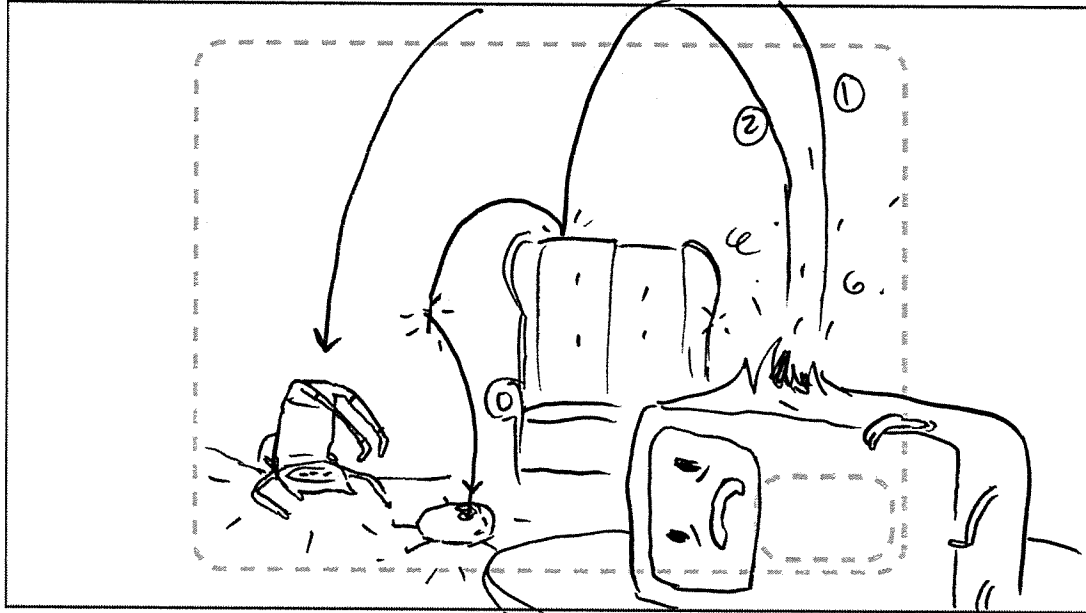
Production :

# ADVENTURE TIME

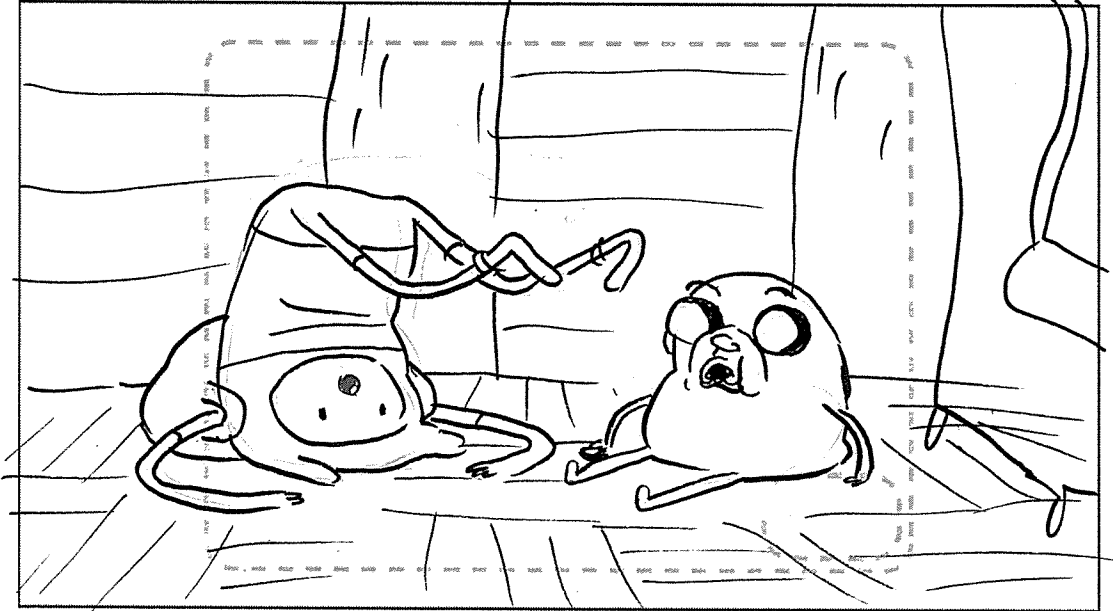


Page 214

Sc. 194 Pnl. D Bg. day night



Sc. 1945 Pnl. A Bg. day night



Dialog:

(F:) OH-HOLY-COW! THAT WAS NUTS MAN!  
CAN'T BELIEVE WE MADE IT OUT!!

Action:

Finn and Jake pop out and hit  
the floor

Timing:

100242

EPISODE #

Production :

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# ADVENTURE TIME

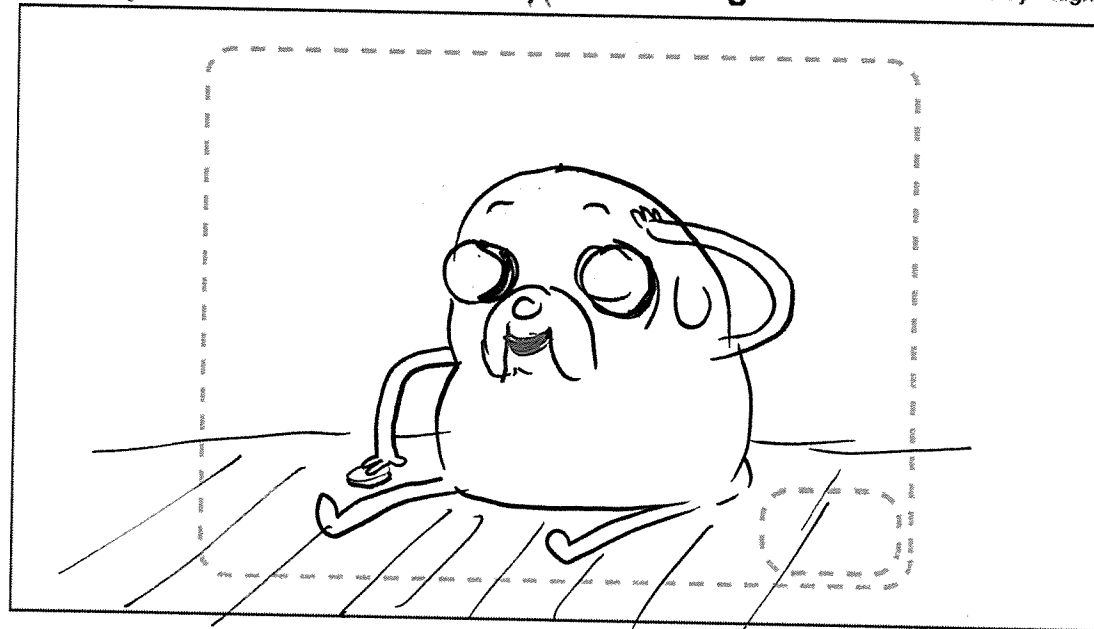


Sc. 196

Pnl. A

Bg.

day night

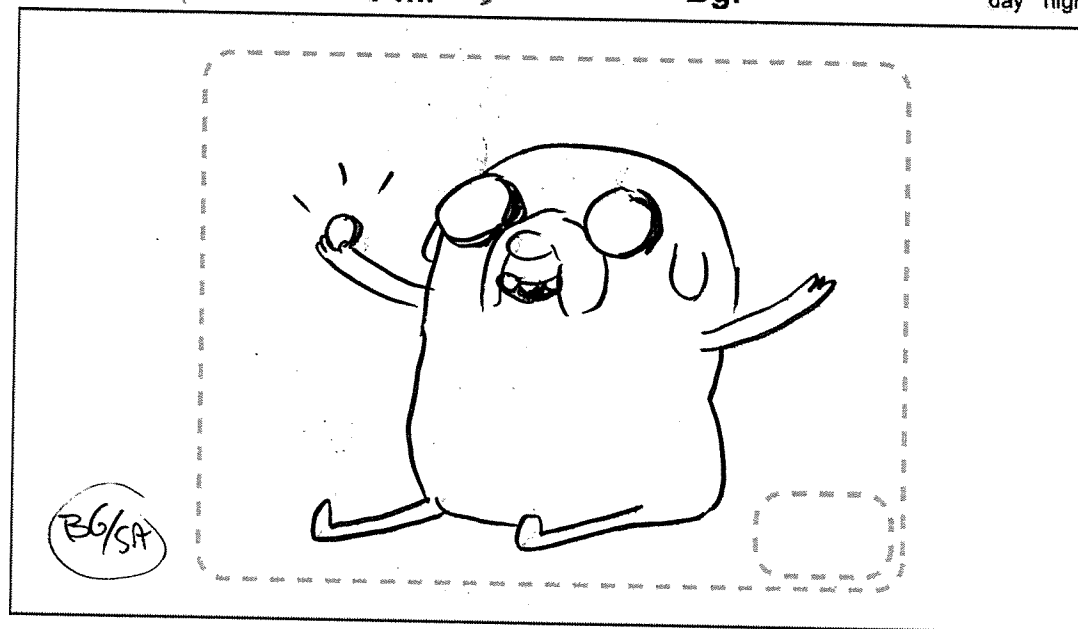


Sc. 196

Pnl. B

Bg.

day night



Dialog:

(J:) YEAH man- we really did it... sort of.

(J:) and I got my coin - HA HA!

Action:

Timing:

Production :

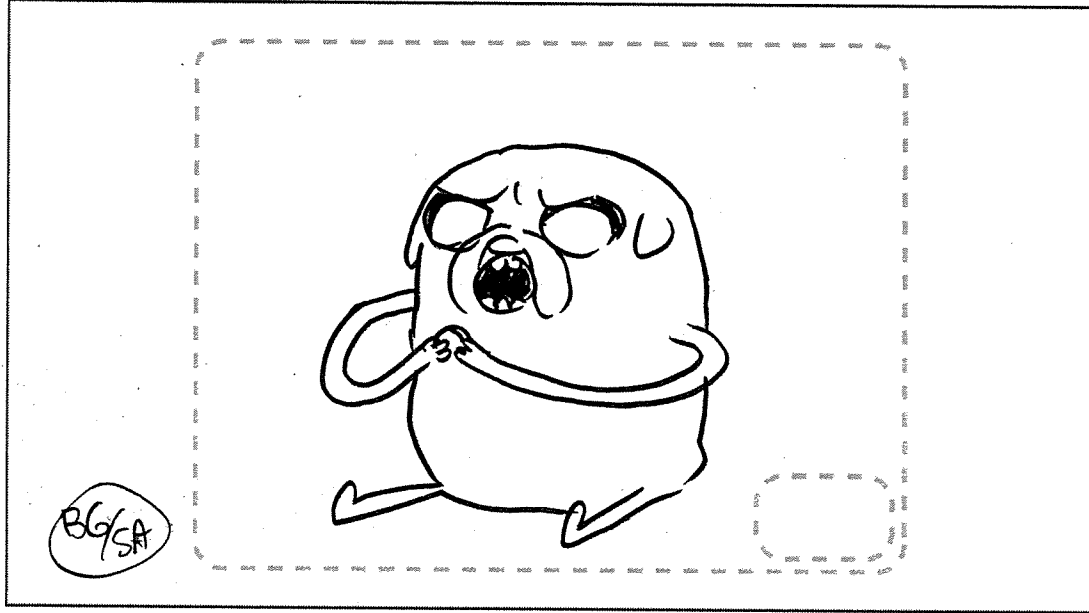
EPISODE #

100242

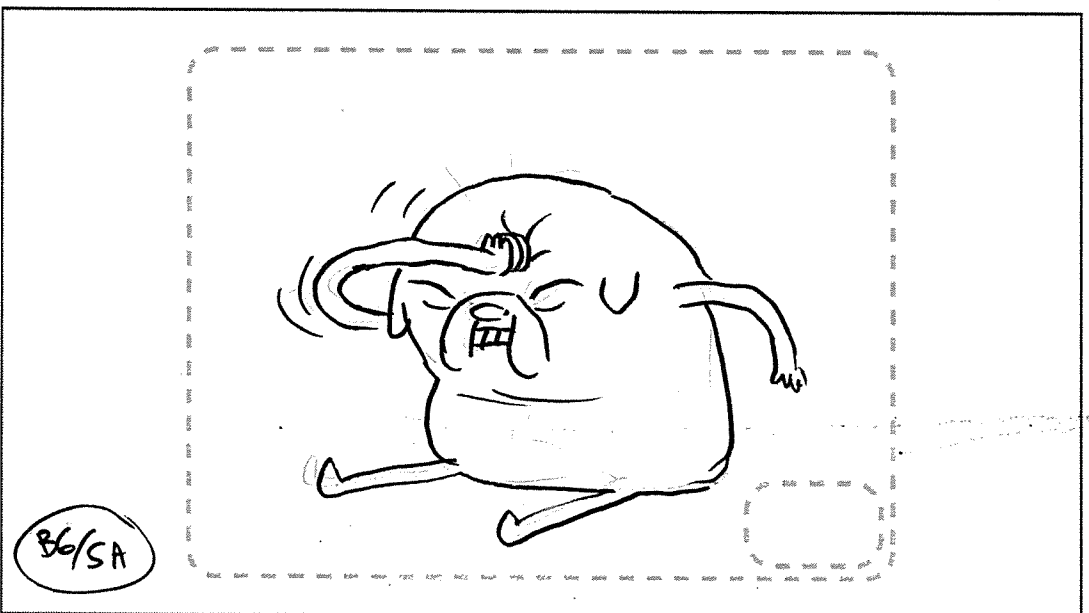
ADVENTURE TIME



Sc. 196 Pnl. C Bg. day night



Sc. 196 Pnl. D Bg. day night



Dialog:	J: AH - WHAT!!! A penny!	J: GRRR!!
Action:	Jake smushes penny into forehead - angrily	
Timing:		

100242

EPISODE #

Production :

11

# ADVENTURE TIME

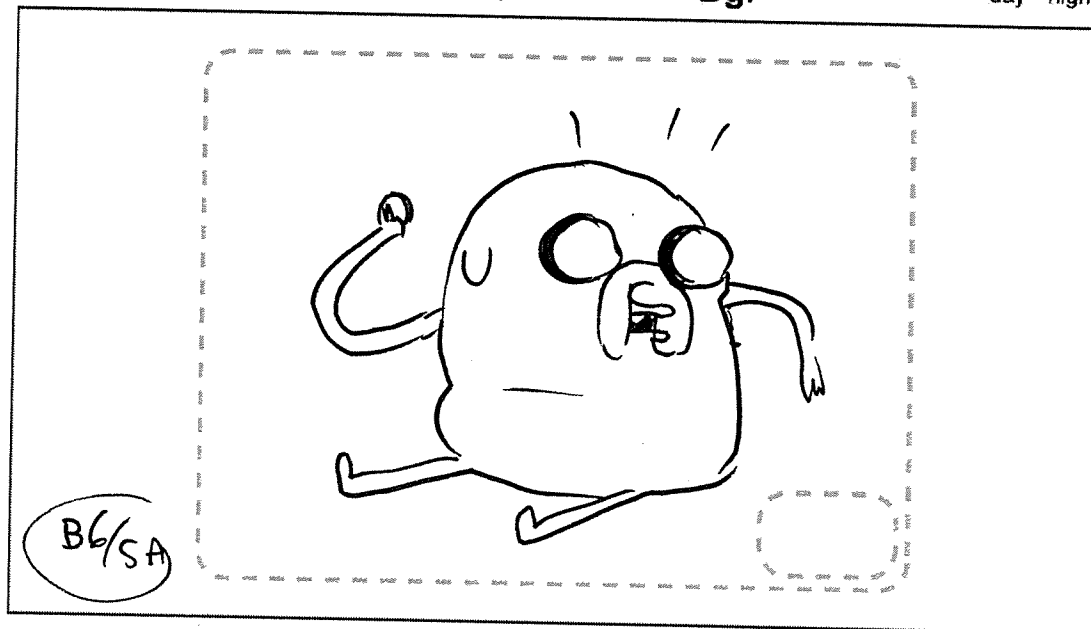


Sc. 19C

Pnl. E

Bg.

day night

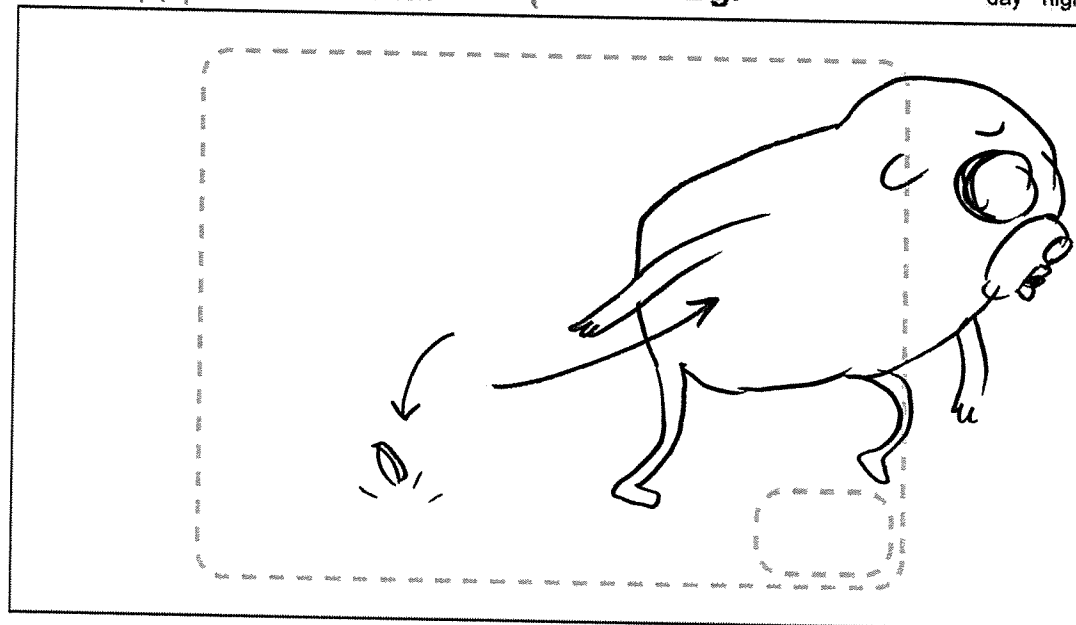


Sc. 196

Pnl. F

Bg.

day night



Dialog:

Beemo (O.S.): Moannn...

(J:) Beemo!

Action:

Take hears Beemo moan offscreen

Take drops the penny and gets up to go to Beemo

Timing:

Production :

EPISODE #

100242



# ADVENTURE TIME



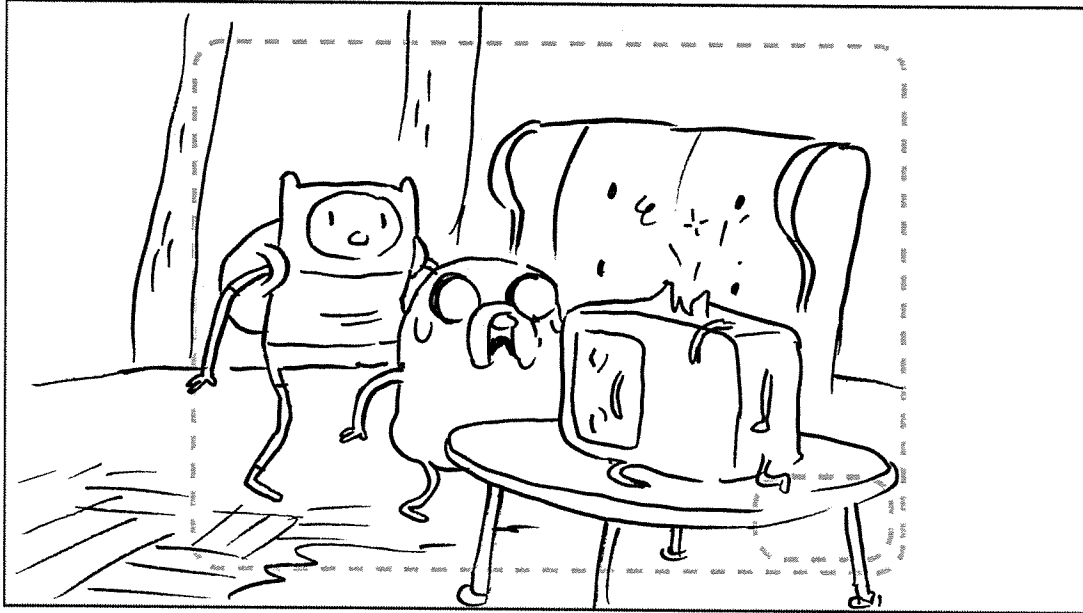
Page 218

Sc. 197

Pnl. A

Bg.

day night

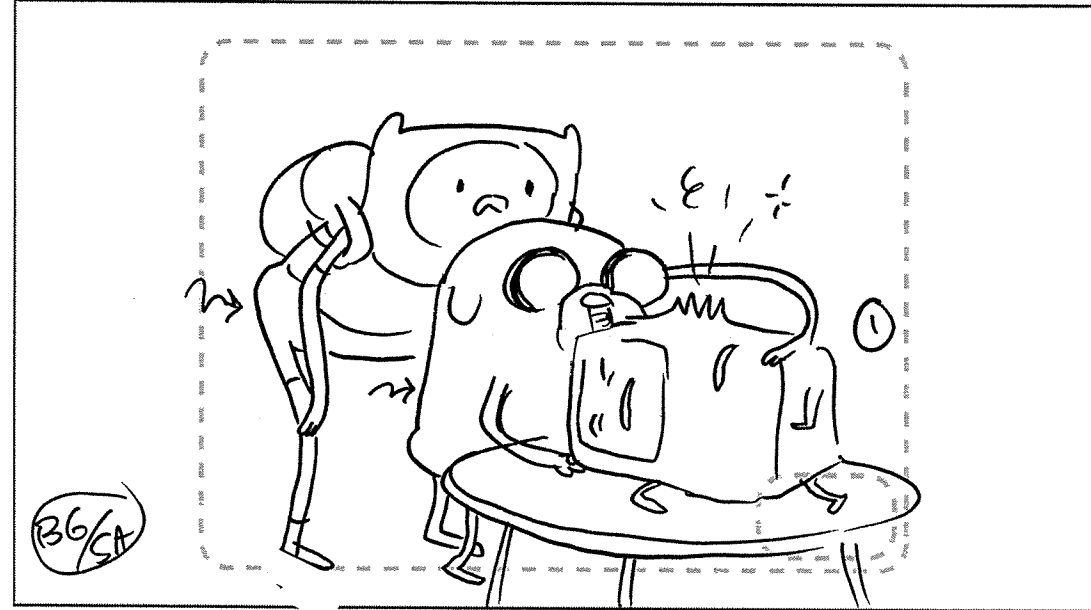


Sc. 197

Pnl. B

Bg.

day night



Dialog:

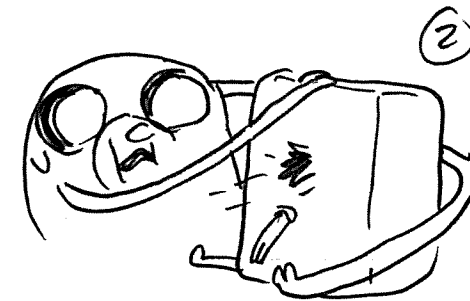
(J) Oh no - Beemo - YOUR SKIN!  
(F) \*GASP\* - Beemo!

Action:

(J) Are you alright buddy?  
(J) You alright buddy?

Timing:

Take turns beemo upright



100242

EPISODE #

Production :

ADVENTURE TIME

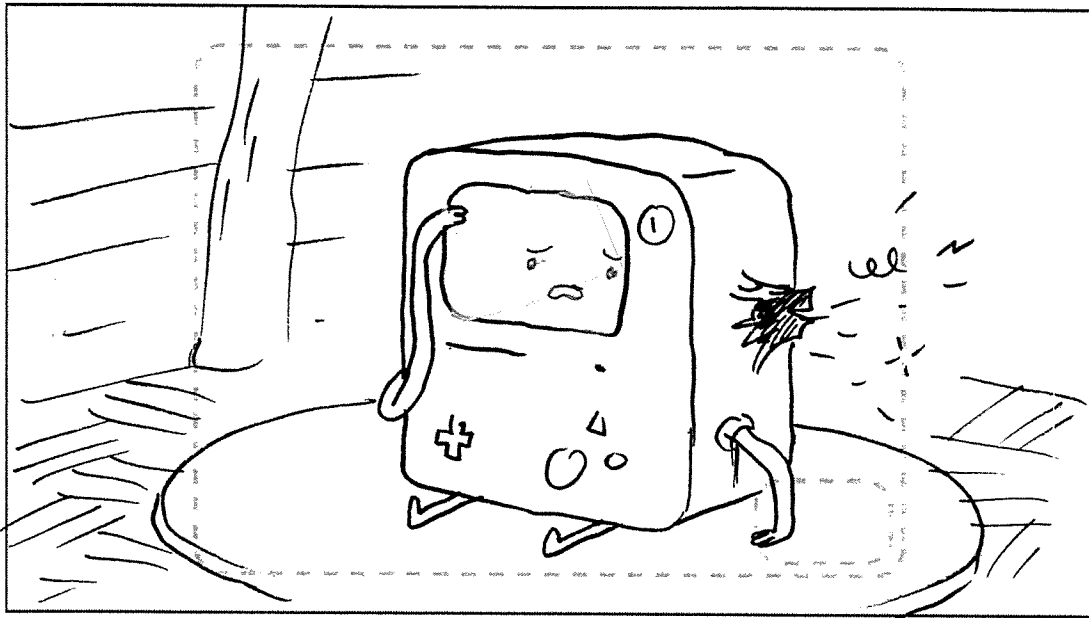


Sc. 198

Pnl. A

Bg.

day night



Sc. 198

Pnl. B

Bg.

day night

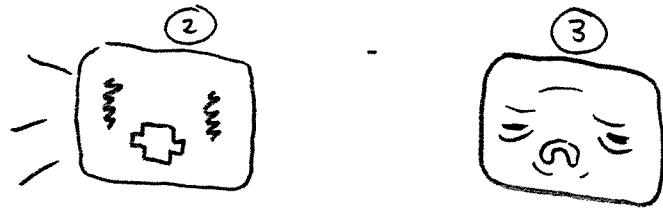


Dialog:

- BEEMO ① I'm fine but...  
② \*BZZZZT! \*  
① You have to ... you - you  
③ ohh ... oh no...

Action:

Timing:



SFX: \* B L O R P \*

Beemo bloats up almost instantly

EPISODE # 100242

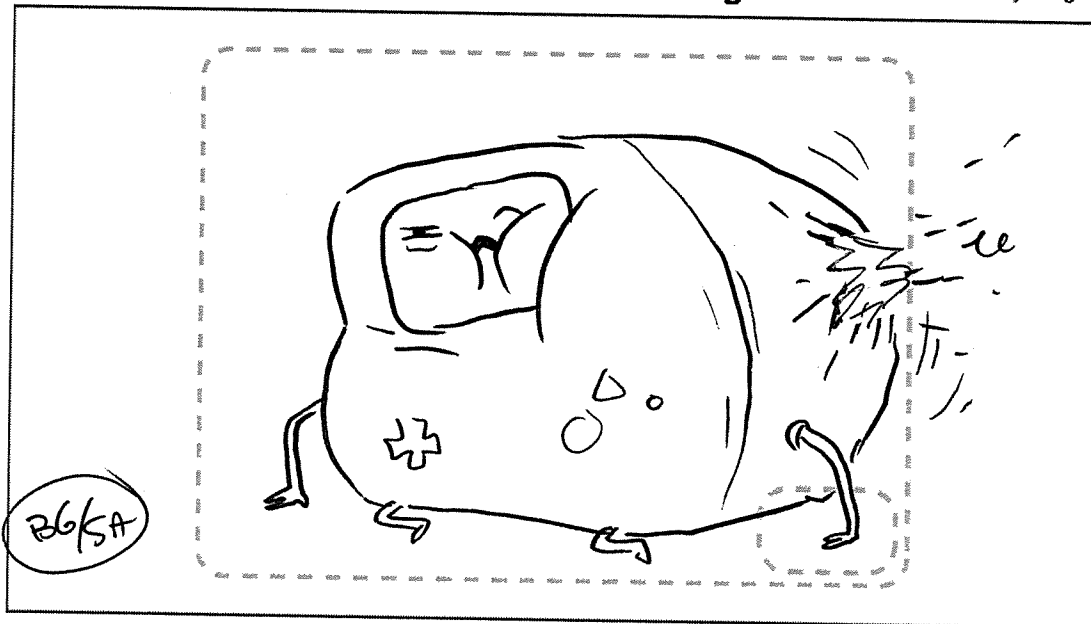
Production :

# ADVENTURE TIME

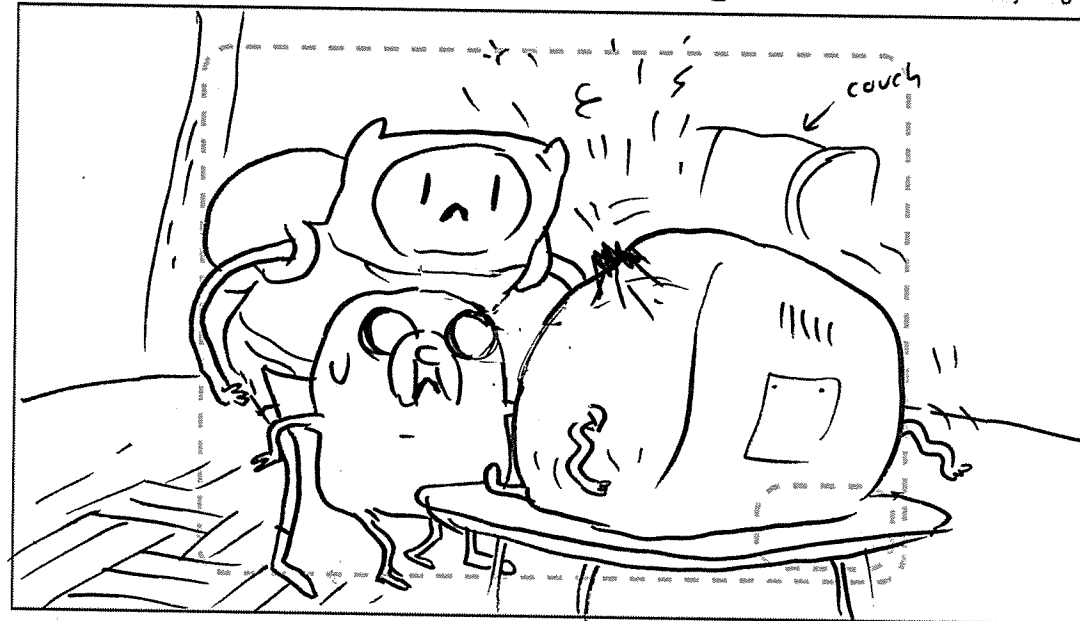


Page 220

Sc. 198 Pnl. C Bg. day night



Sc. 199 Pnl. A Bg. day night



Dialog:

BEEMO: too... late...

SFX: \*BLORP BLORP\*

Action:

Beemo bloats more and shakes around -

Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME

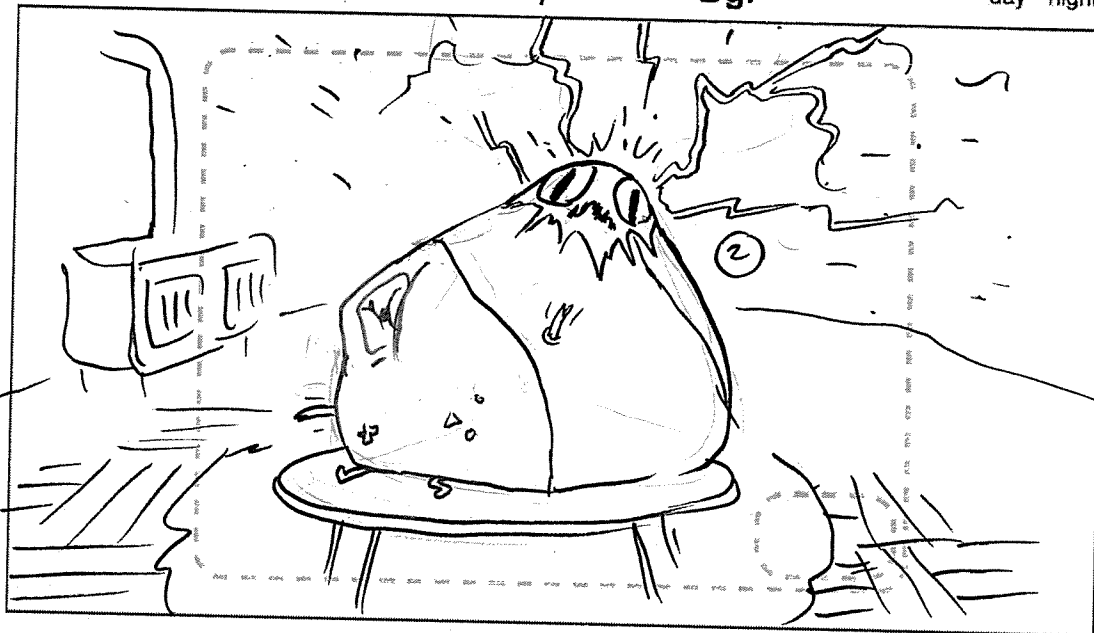


Sc. 200

Pnl. A

Bg.

day night

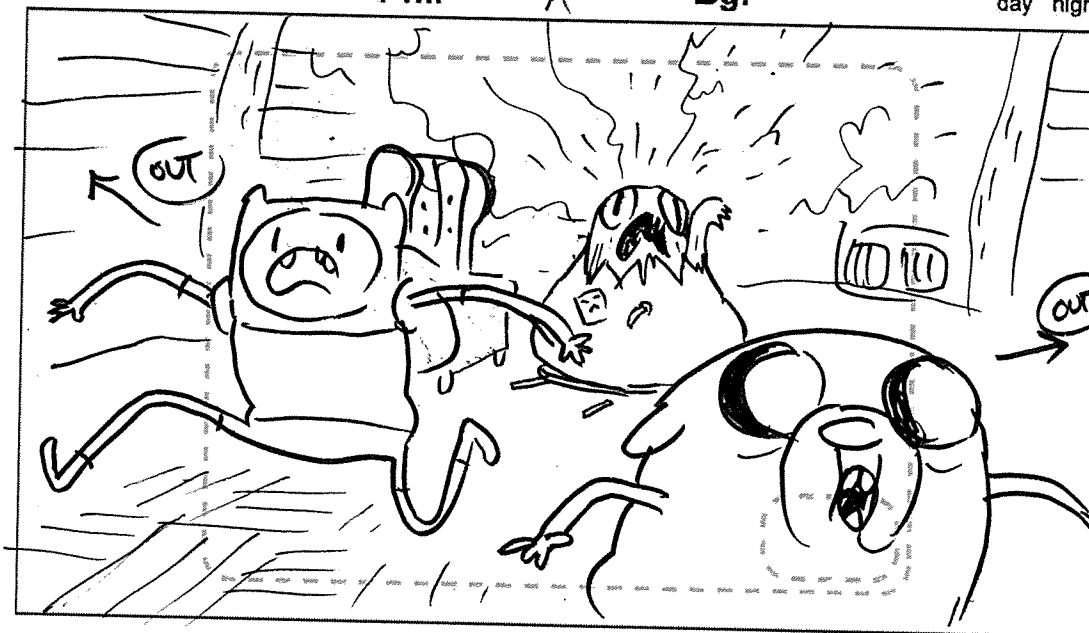


Sc. 201

Pnl. A

Bg.

day night



Dialog:

(BEE MO!) RUUNN!!

Action:

Silly Sam's head starts to emerge from Beemo -



(F+J) AAAAAHH !!!

- Silly Sam starts to come out of Beemo  
- Finn + Jake run off screen

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME

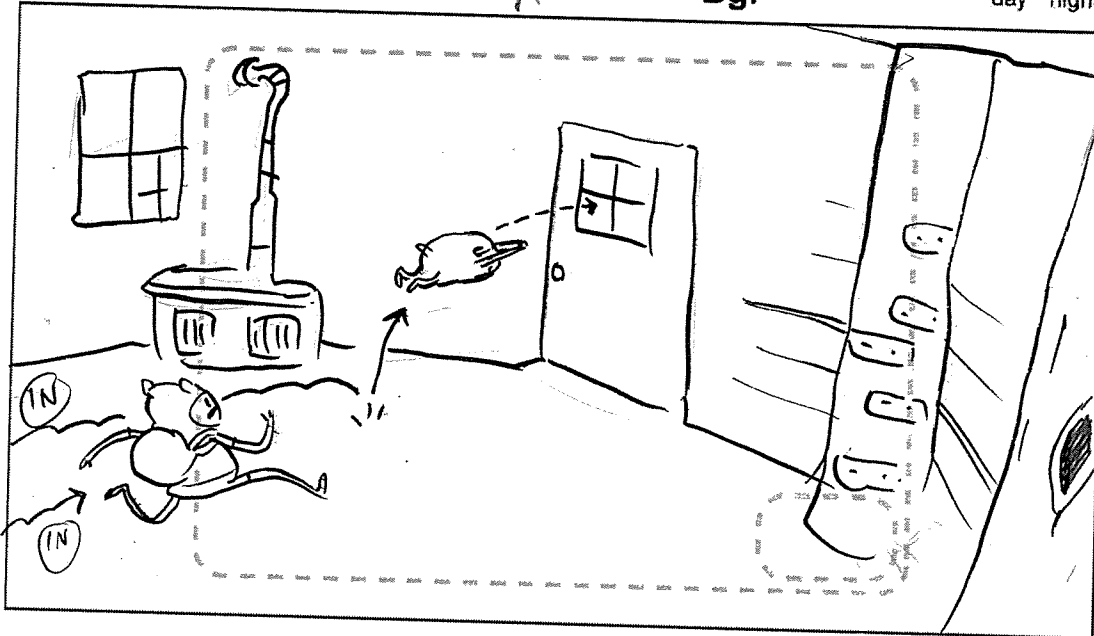


Sc. 202

Pnl. A

Bg.

day night

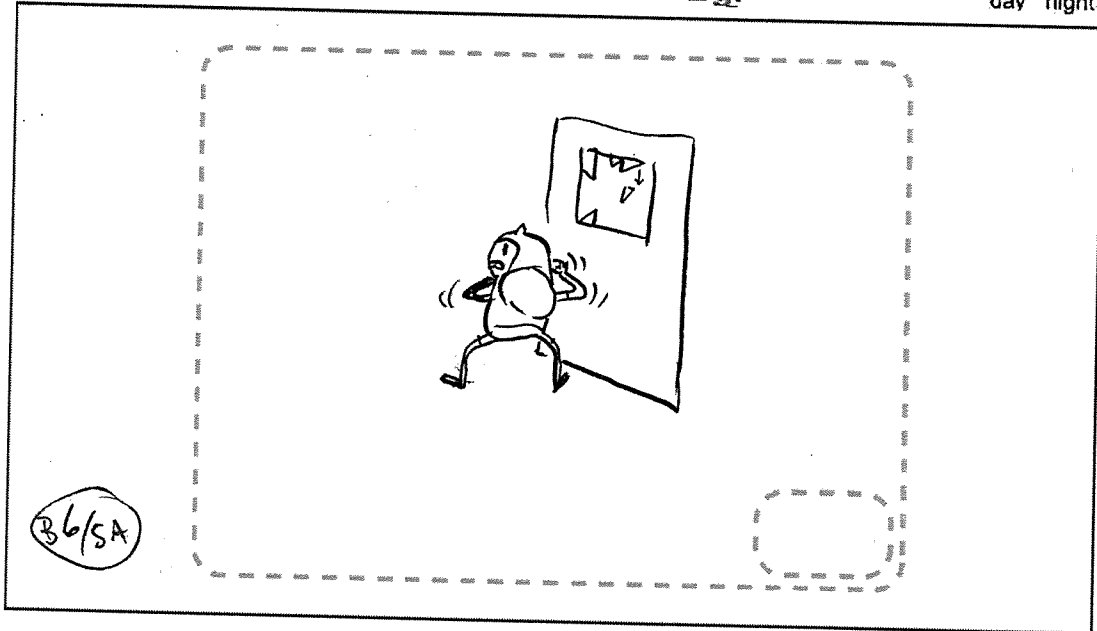


Sc. 202

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 100242  
Production :

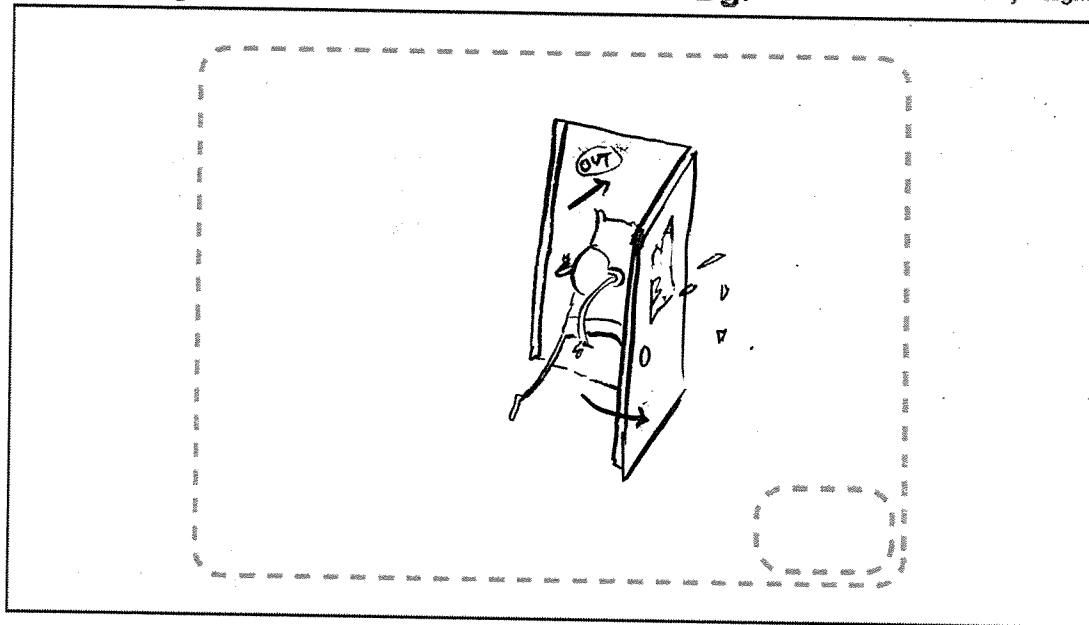
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# ADVENTURE TIME

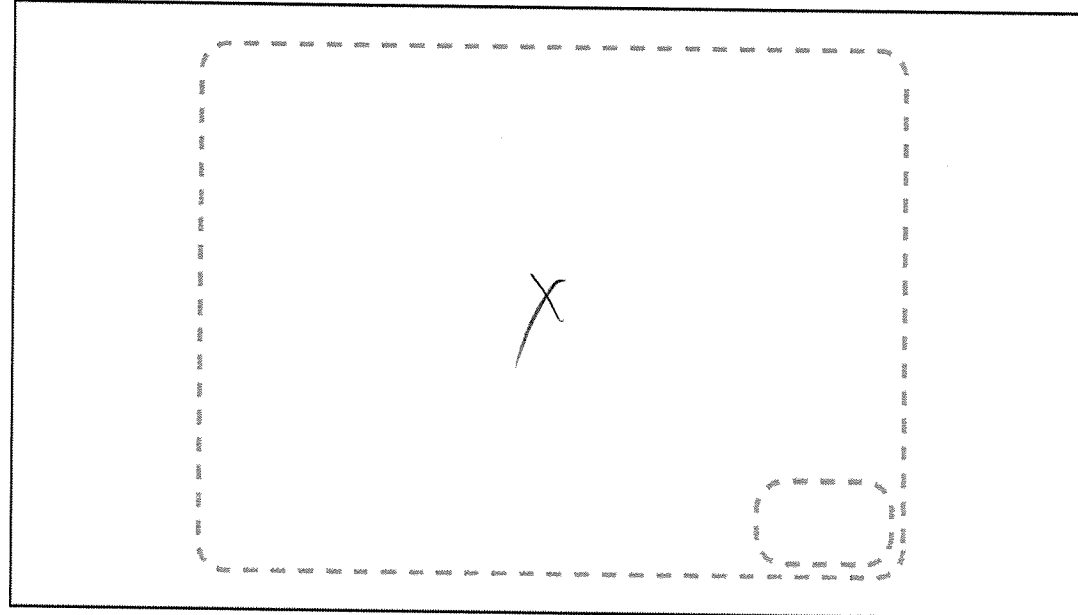


Page 223

Sc. 202 Pnl. C Bg. day night



Sc. — Pnl. Bg. day night



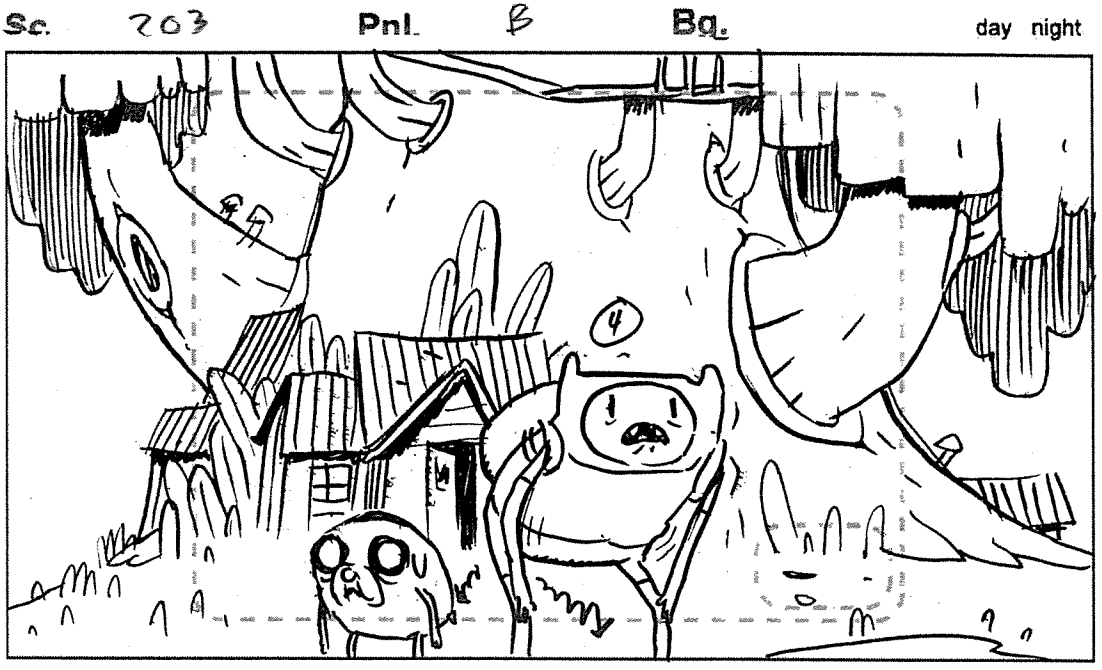
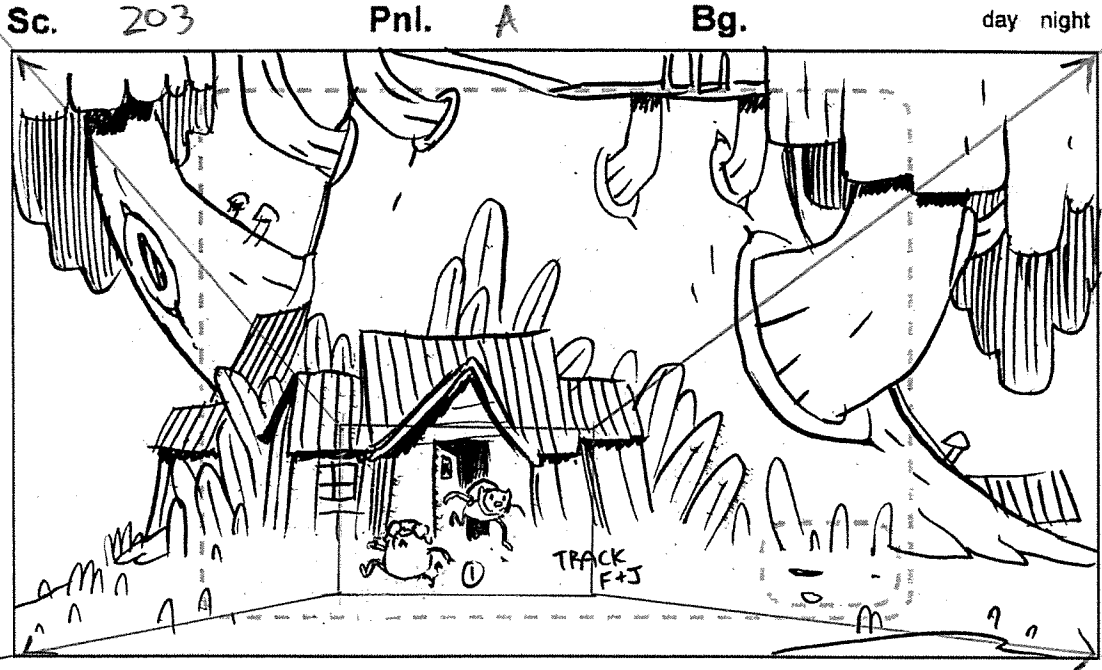
Dialog:
Action:
Timing:

EPISODE # 100242

Production :

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ADVENTURE TIME



Dialog:	
Action:	Track out, tracking F+J as they run away from front door
Timing:	

F+J: \*gasp pant\*

②

③

④: F+J pause to catch their breath

EPISODE #

Production :

100242

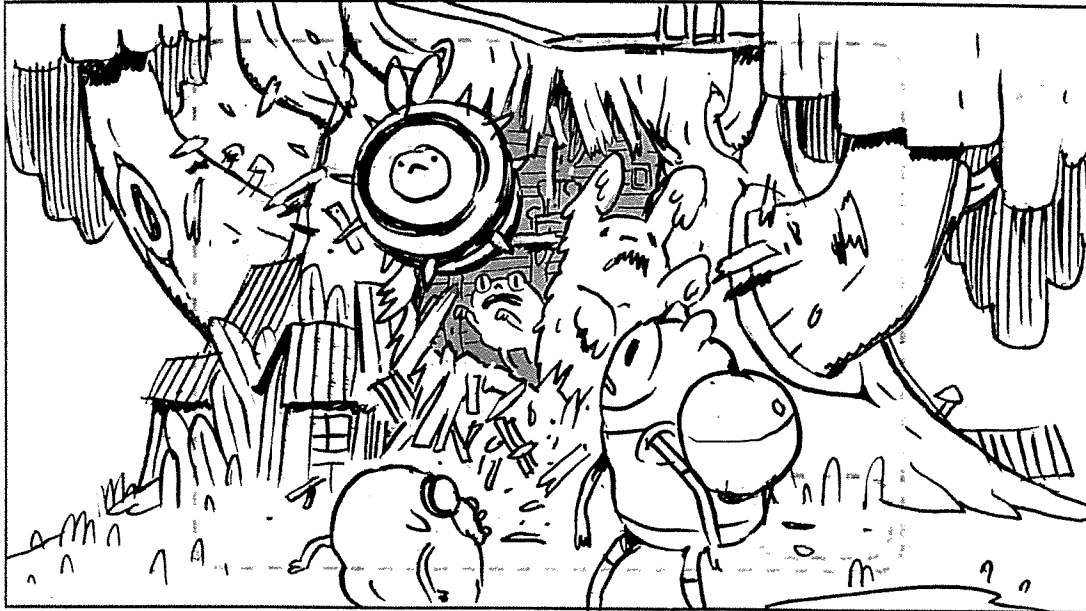
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# ADVENTURE TIME

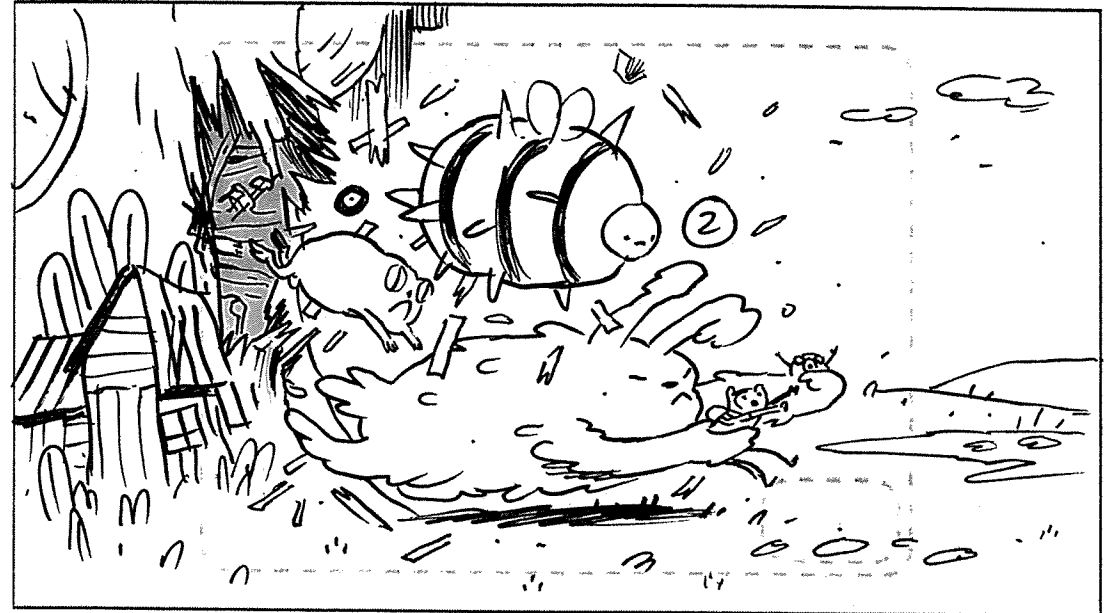


Page 225

Sc. 203 Pnl. C Bg. day night



Sc. 203 Pnl. D Bg. day night



Dialog: SFX: \* SMASH! \*

Action:

Timing:

F + J: AAAAAH!!



EPISODE # 100242

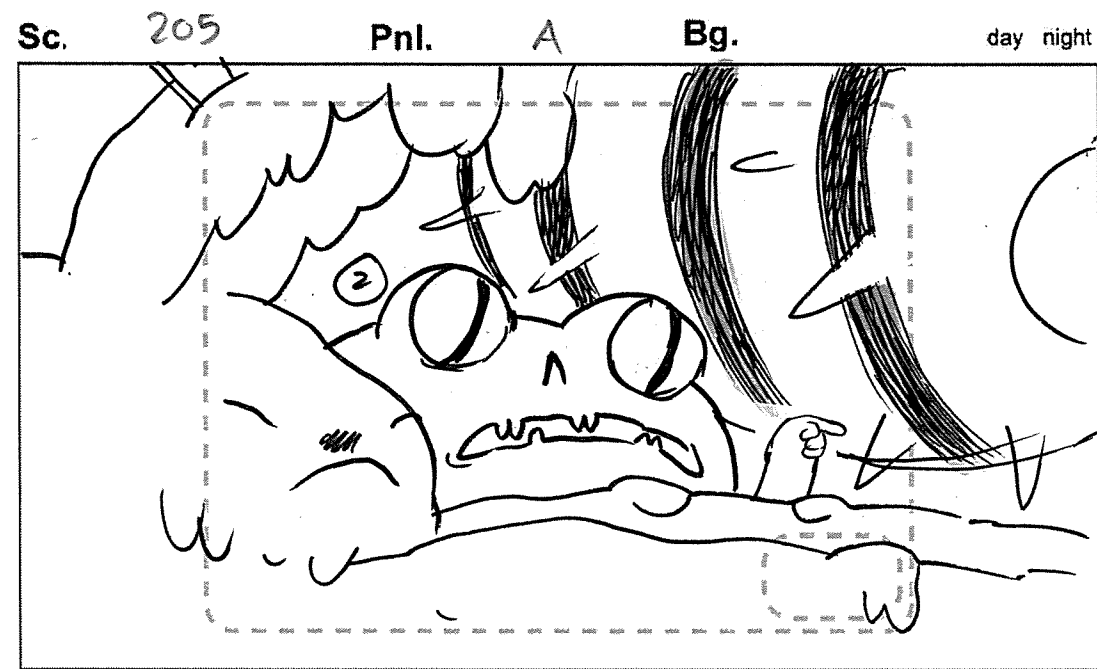
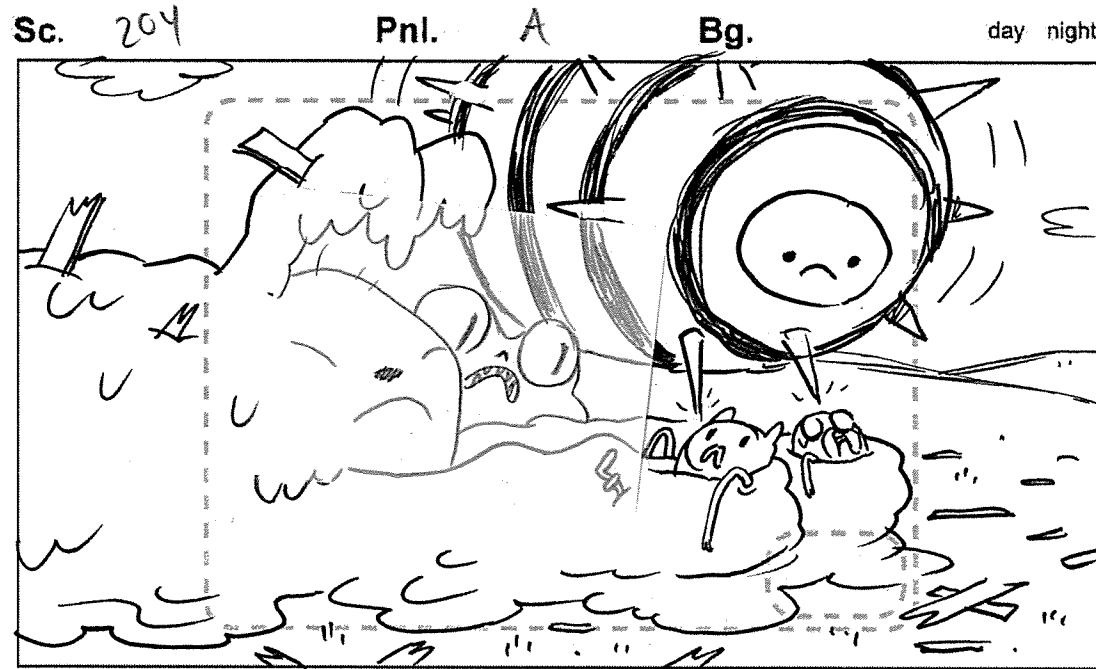
Production



# ADVENTURE TIME



Page 226



## Dialog:

(J.) Don't kill us!! we don't have extra lives!

## Action:

## Timing:

(S.S.) ① Don't kill YOU?!  
• ② You JJ's killed us  
a thousand times in the  
video game world!



EPISODE # 100242

Production :

ADVENTURE TIME

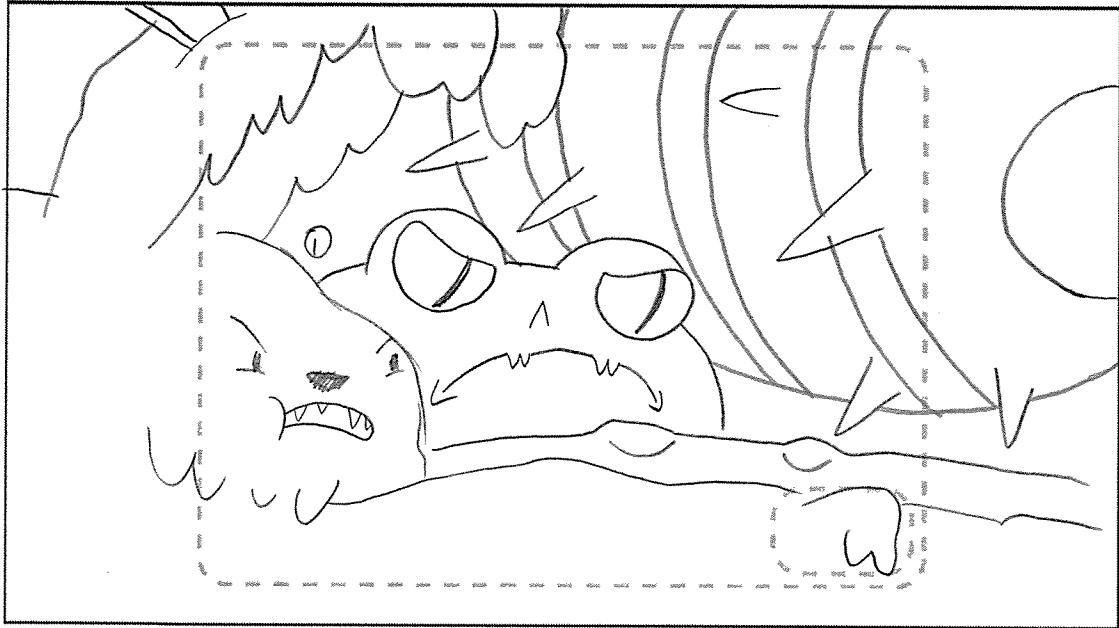


Sc. 205

Pnl. B

Bg.

day night

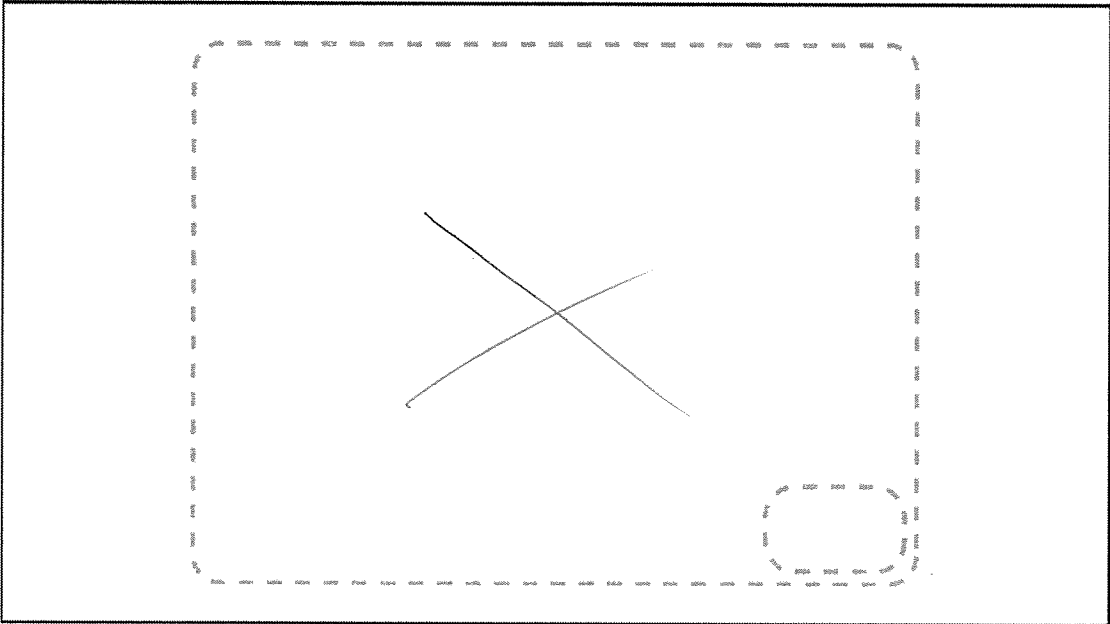


Sc.

Pnl.

Bg.

day night



Dialog: HB: ① and we remember, y'know.  
② That stuff hurts.

Action:

Timing:



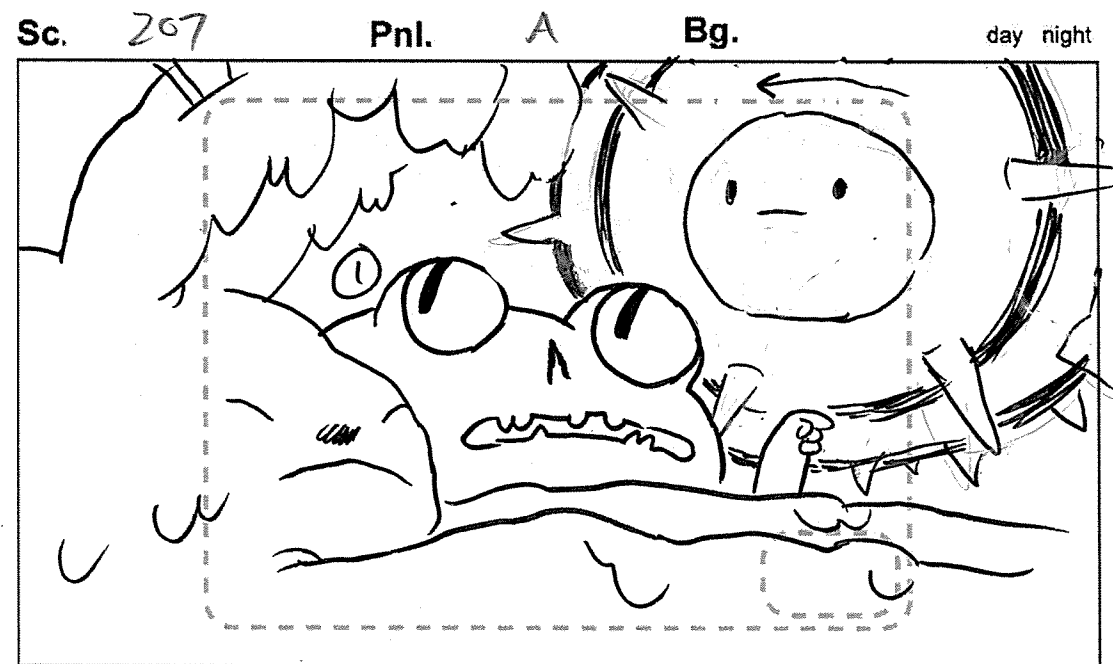
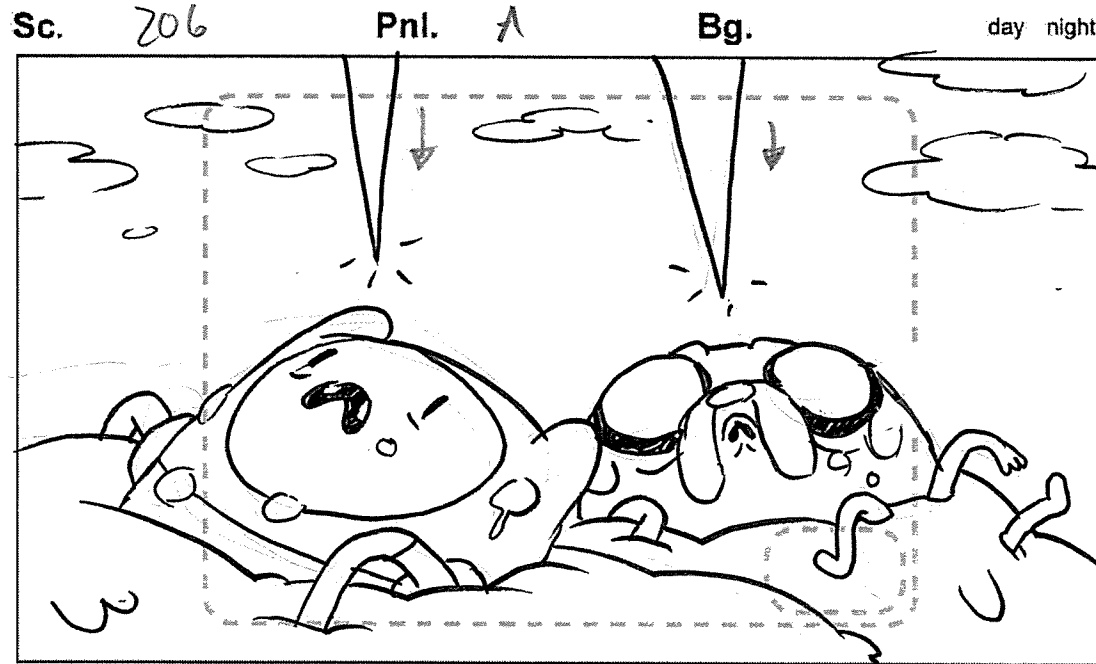
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 227



Dialog:

Silly Sam

(O.S.)

And now it's YOUR turn  
to --

S. Sam:

① OH, wait, hold up guys -

② check it out:  
sunshine.

Action:

Timing:



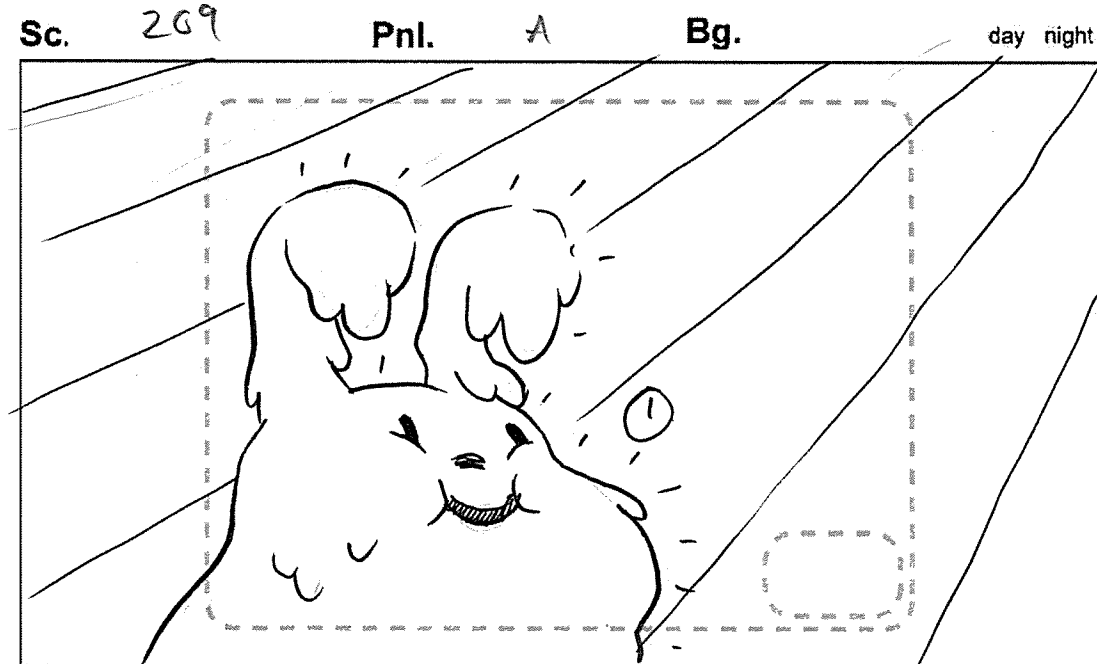
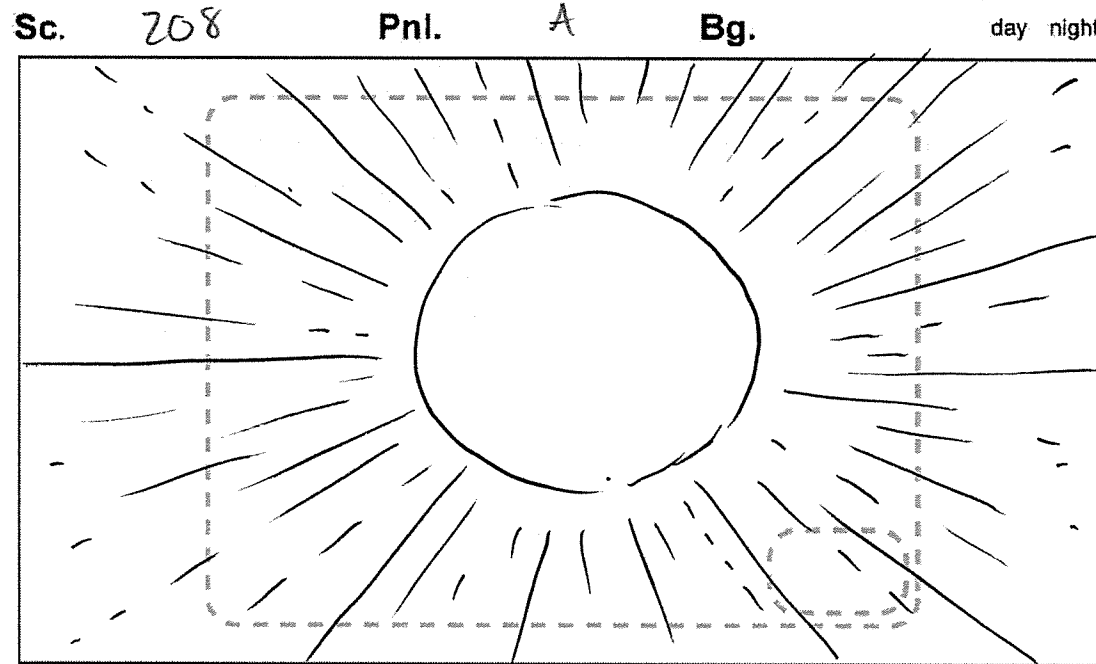
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 228



Dialog:

Action:

Timing:

- sunlight strobes  
- H.B. smiles wide (2),  
then shakes his head  
rapidly back + forth



these  
shots should be very energetic

Larry - check this out for reference:  
(though this is a bit too fast)

<http://www.mspaintadventures.com/?s=6&p=002610>

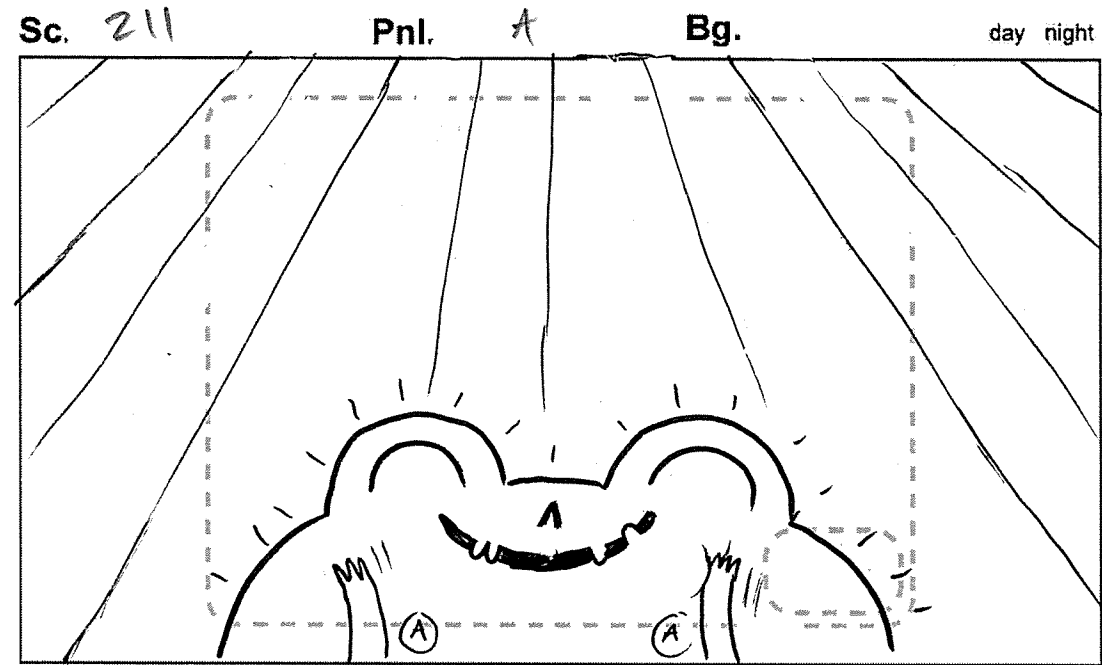
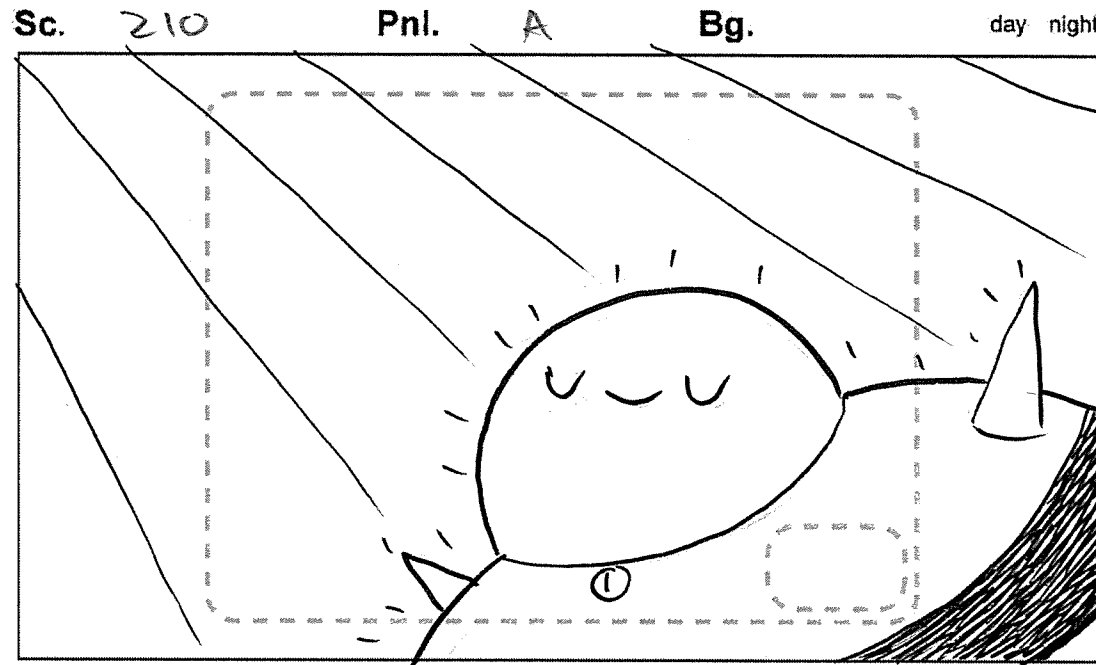
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 229



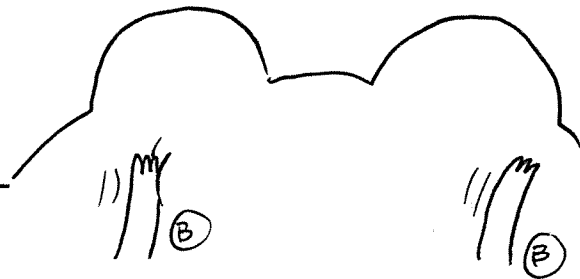
## Dialog:

(S.S.): OH BOY THAT FEELS GOOD!

Action: - sun light strobes -  
- ~~B.Bee~~ B.Bee sticks out tongue as though catching snowflakes.



- sunlight strobes  
- Silly Sam rapidly slaps cheeks throughout shot. A B A B A B etc.



## Timing:

EPISODE # 100242

Production :

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# ADVENTURE TIME



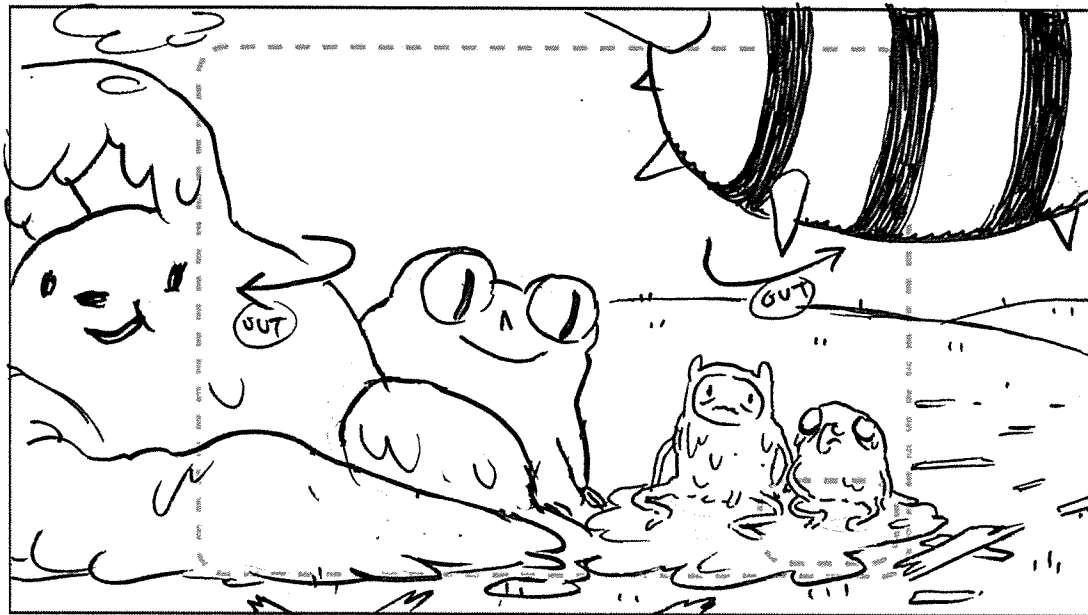
Page 230

Sc. 212

Pnl. A

Bg.

day night

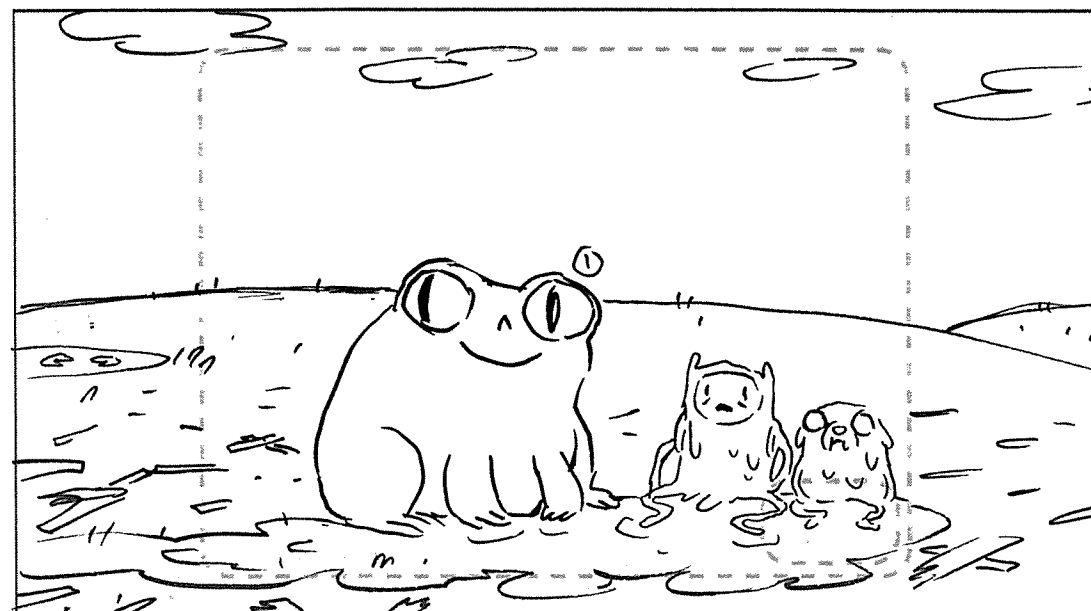


Sc. 212

Pnl. B

Bg.

day night



Dialog:

HUNNY BUNNY: alright cool - see ya later Sam -

BOUNCY BEE: BZZZZZZ

B E A T

Action:

Timing:



EPISODE #

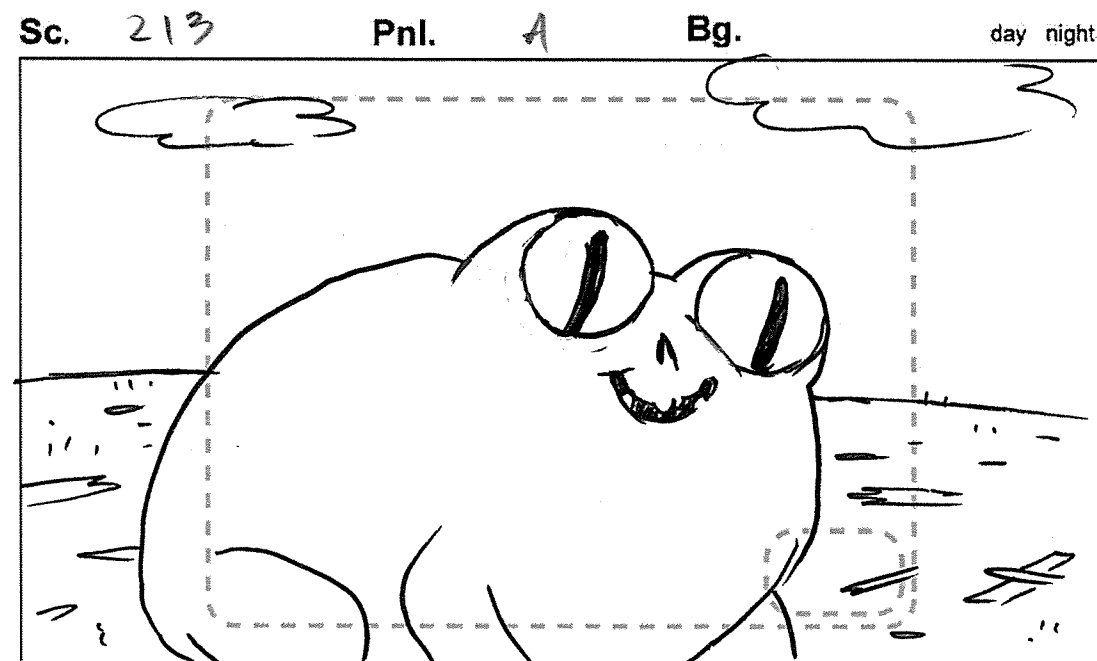
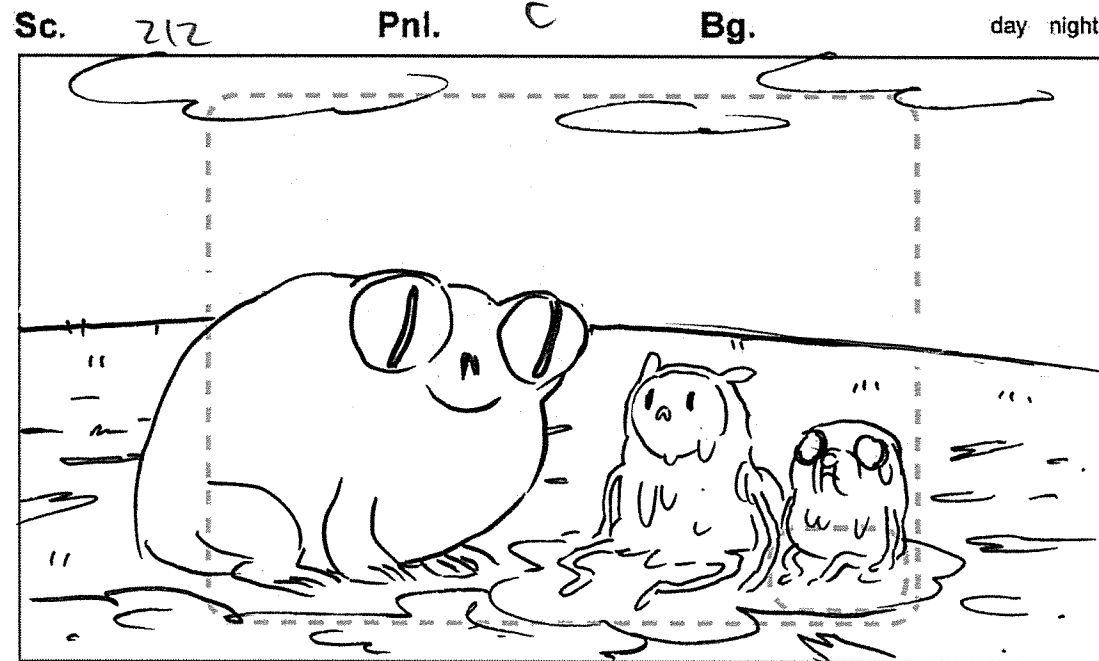
100242

Production :

# ADVENTURE TIME



Page 231



Dialog: (F:) Y- You mean that's it? You're not gonna kill us?

(SS:) heh ha ha! No - of course not --

Action:

Timing:

EPISODE # 10 0242

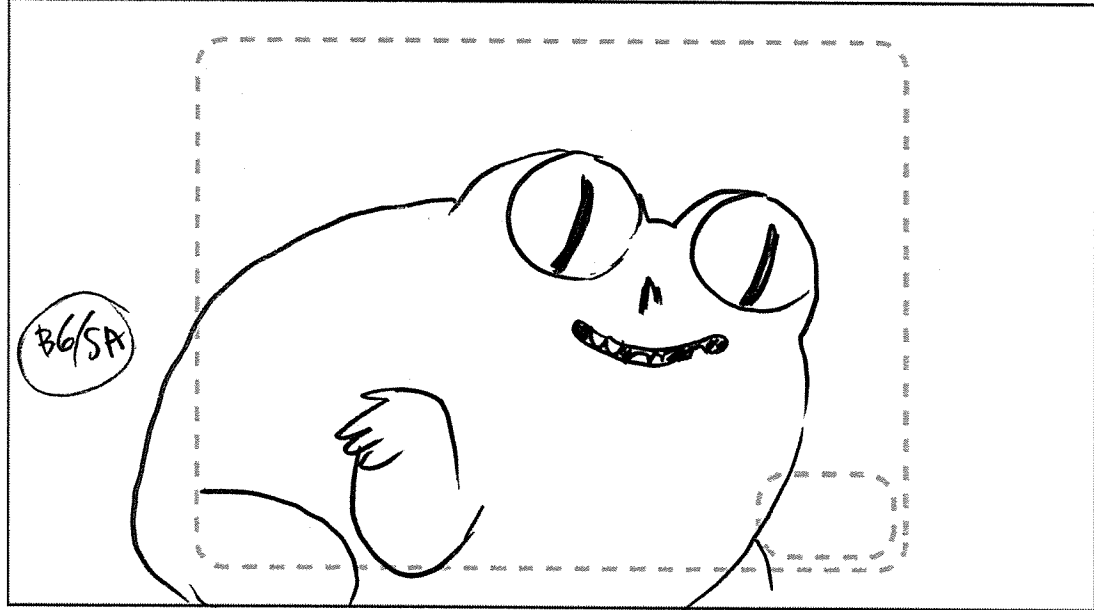
Production :

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ADVENTURE TIME



Sc. 213 Pnl. B Bg. day night



Sc. 213 Pnl. C Bg. day night



Dialog:	SS: the game's over - WE won.	SS: All we wanted was sunshine -
Action:		
Timing:		

EPISODE # 100242  
Production :

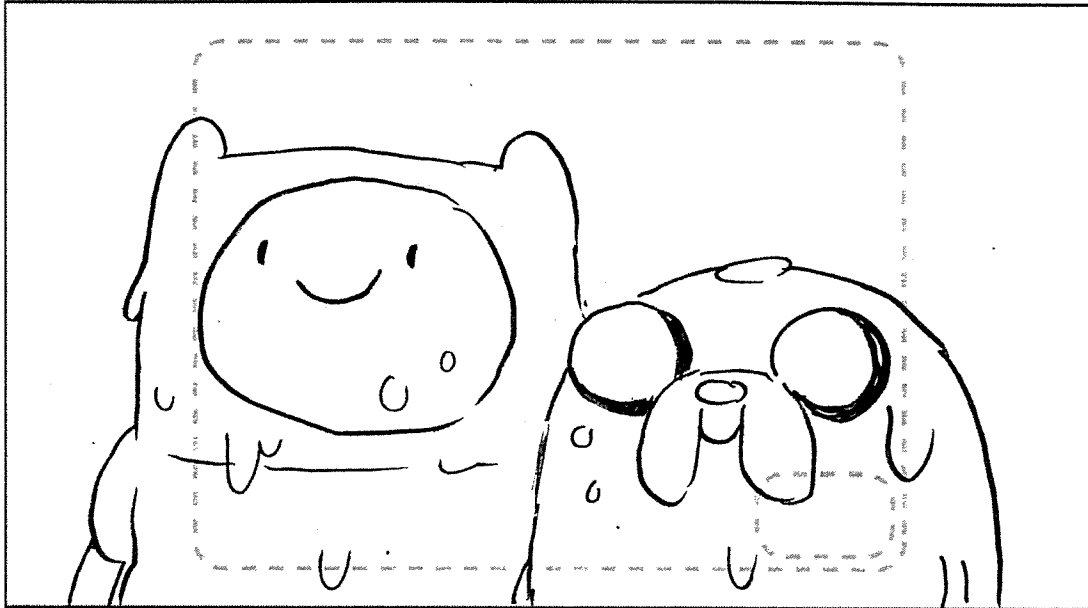


# ADVENTURE TIME

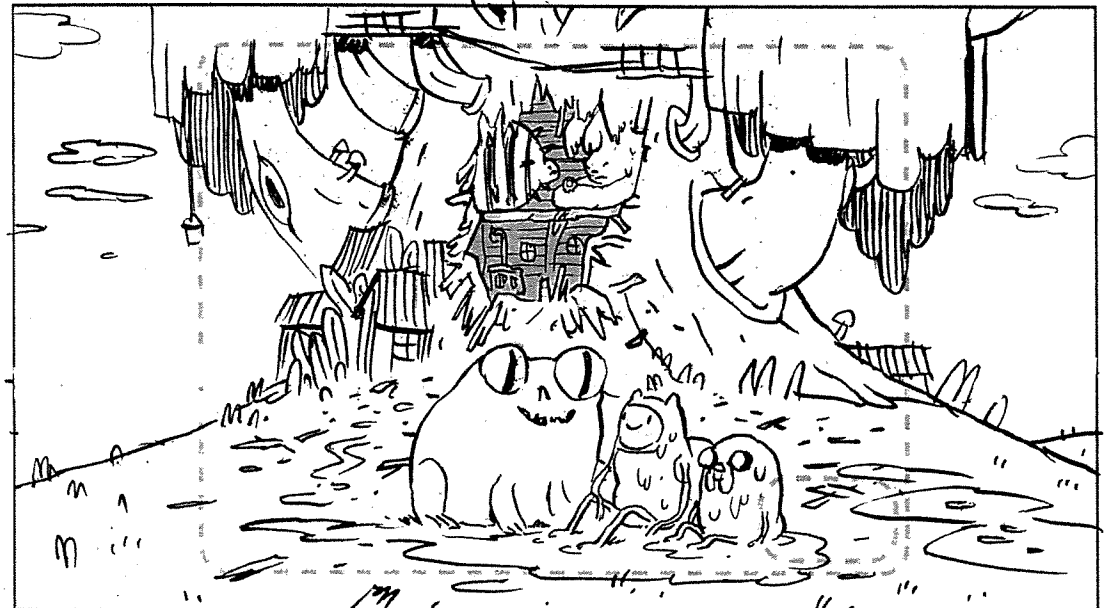


Page 233

Sc. 214 Pnl. A Bg. day night



Sc. 215 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(SS:)

and to kill the computer which  
has imprisoned us for so many years,

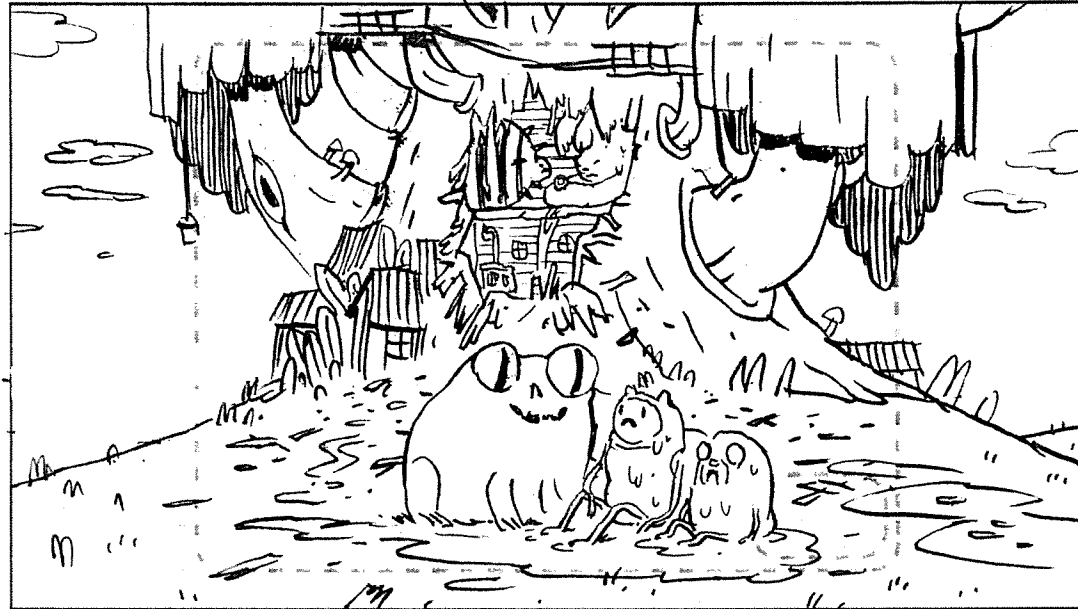
EPISODE # 100242

# ADVENTURE TIME

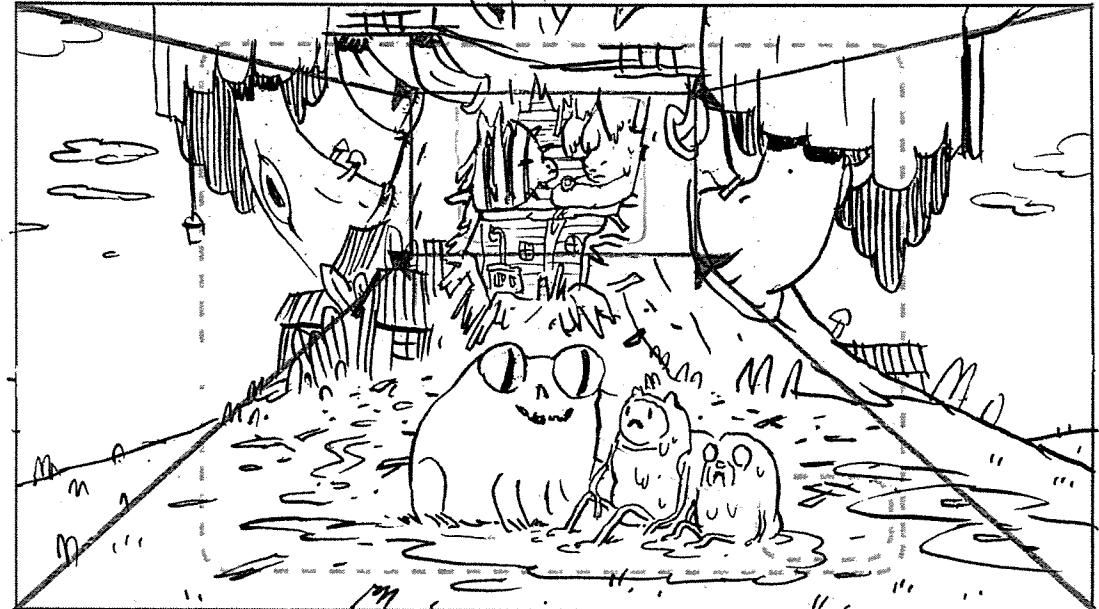


Page 234

Sc. 215 Pnl. B Bg. day night



Sc. 215 Pnl. C Bg. day night



Dialog:

Action:

F+J frown -

FAST TRUCK

Timing:

EPISODE #

100242

Production :

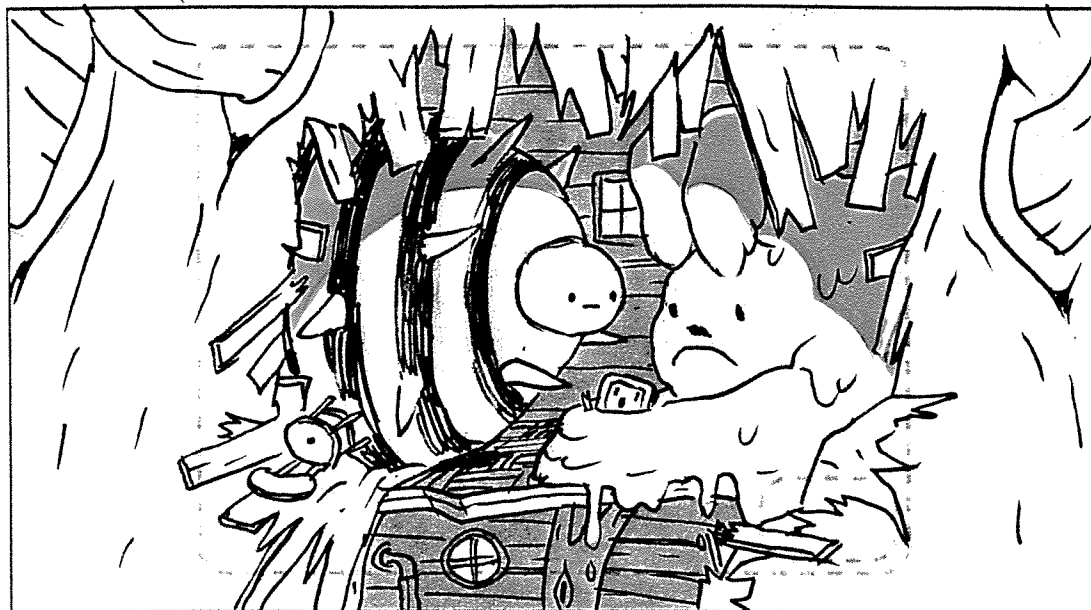
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# ADVENTURE TIME

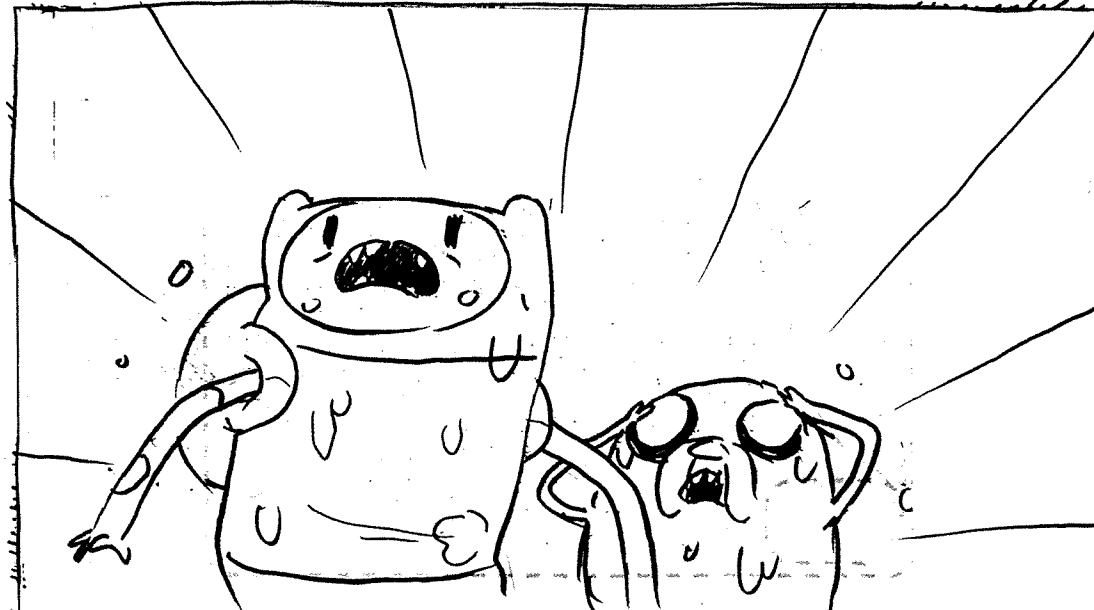


Page 235

Sc. 215 Pnl. D Bg. day night



Sc. 216 Pnl. A Bg. day night



Dialog:

Beemo! Help! oh no!

(F + J :) BEEEMO!?

Action:

Timing:

100242

EPISODE #

Production :

# ADVENTURE TIME



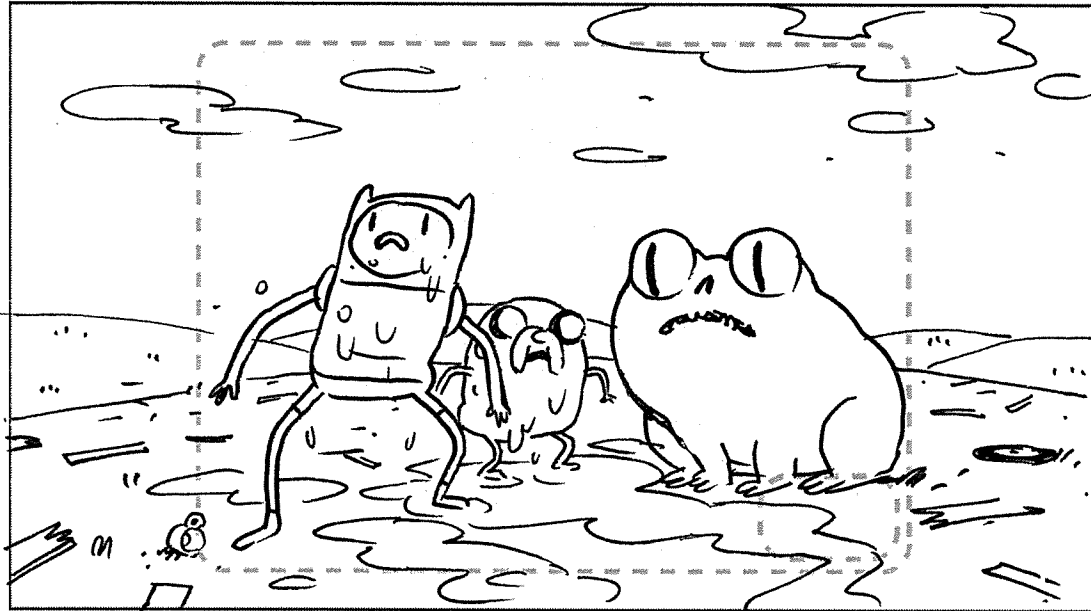
Page 236

Sc. 217

Pnl. A

Bg.

day night

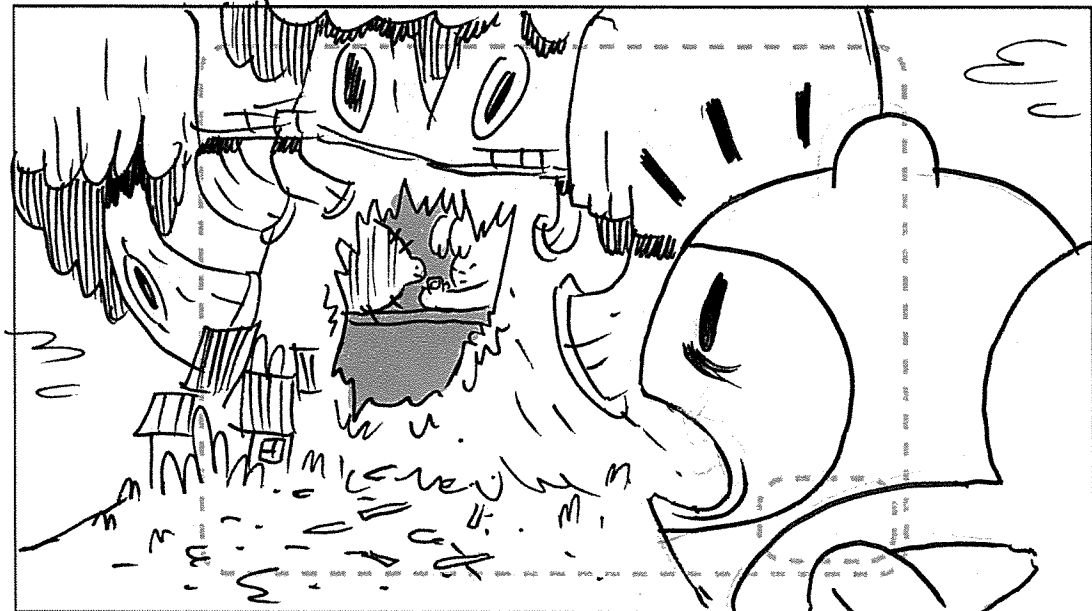


Sc. 218

Pnl. A

Bg.

day night



Dialog

(SS) oh sure, he's dangerous, if he hits his button again - back we go.

(F) BEEMO, QUICK - HIT YOUR BUTTON!!!

Action:

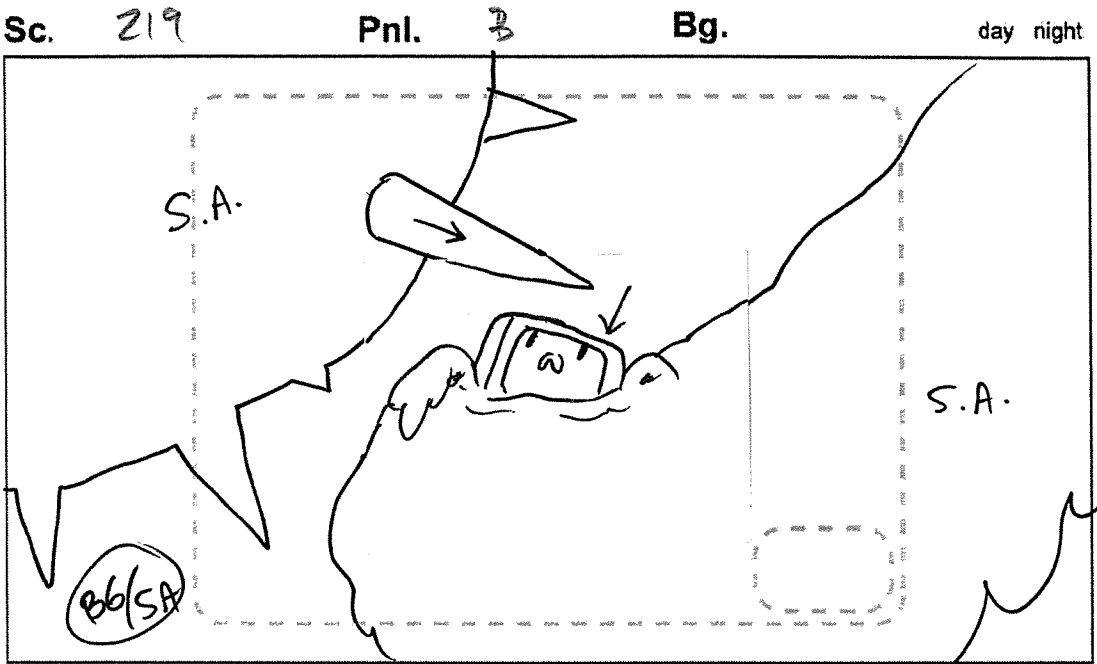
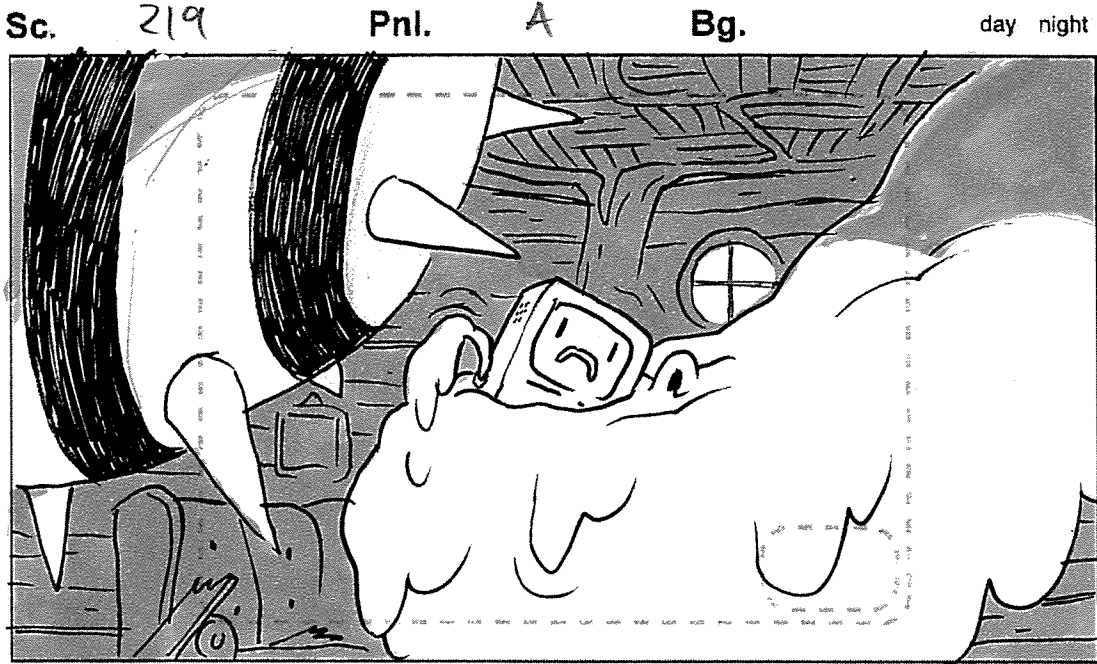
Timing:

00242

EPISODE #

Production :

ADVENTURE TIME



Dialog:	BEEMO: I CAN'T FINN --
Action:	
Timing:	

EPISODE # 100242

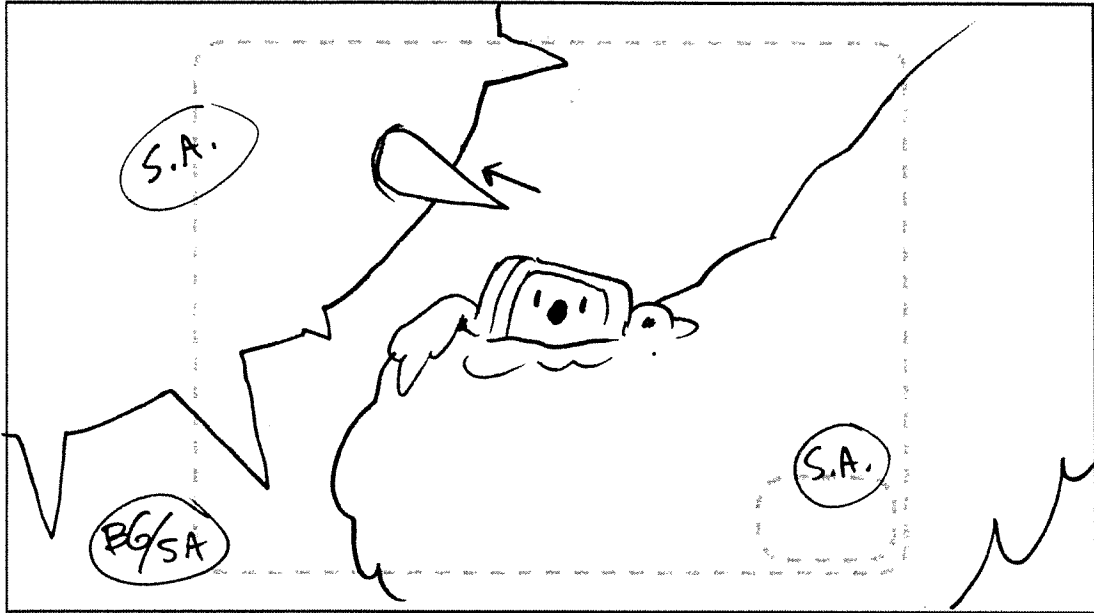
Production :

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# ADVENTURE TIME



Sc. 219 Pnl. C Bg. day night



Dialog:
<u>BEE MO: I'M STUCK!!</u>
Action:
Timing:

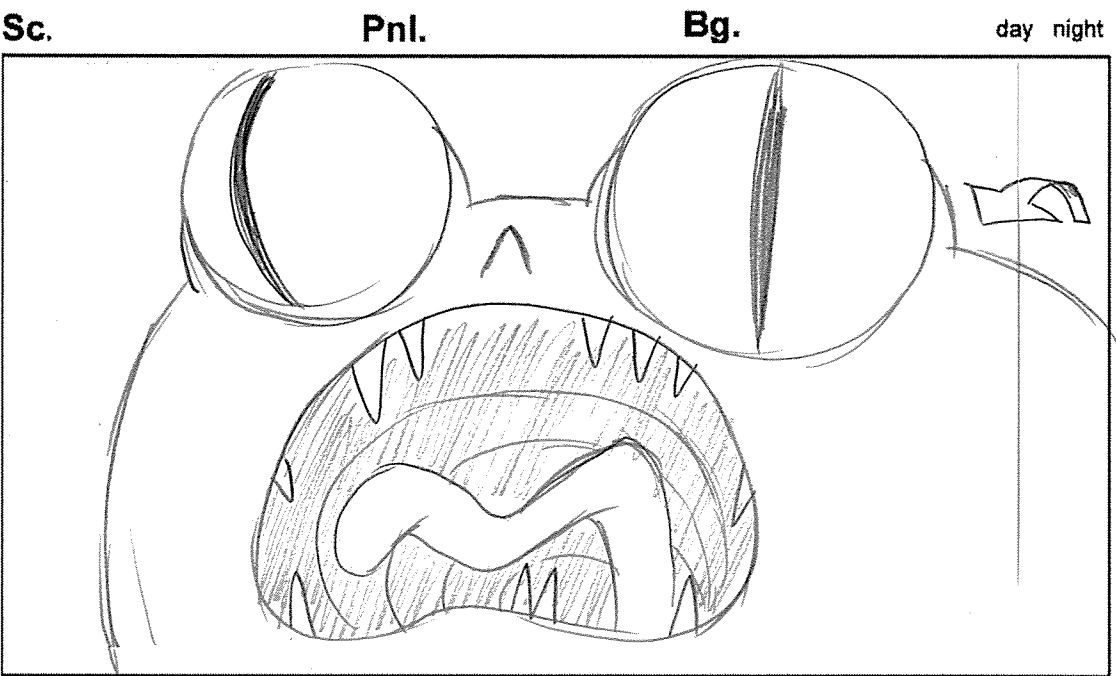
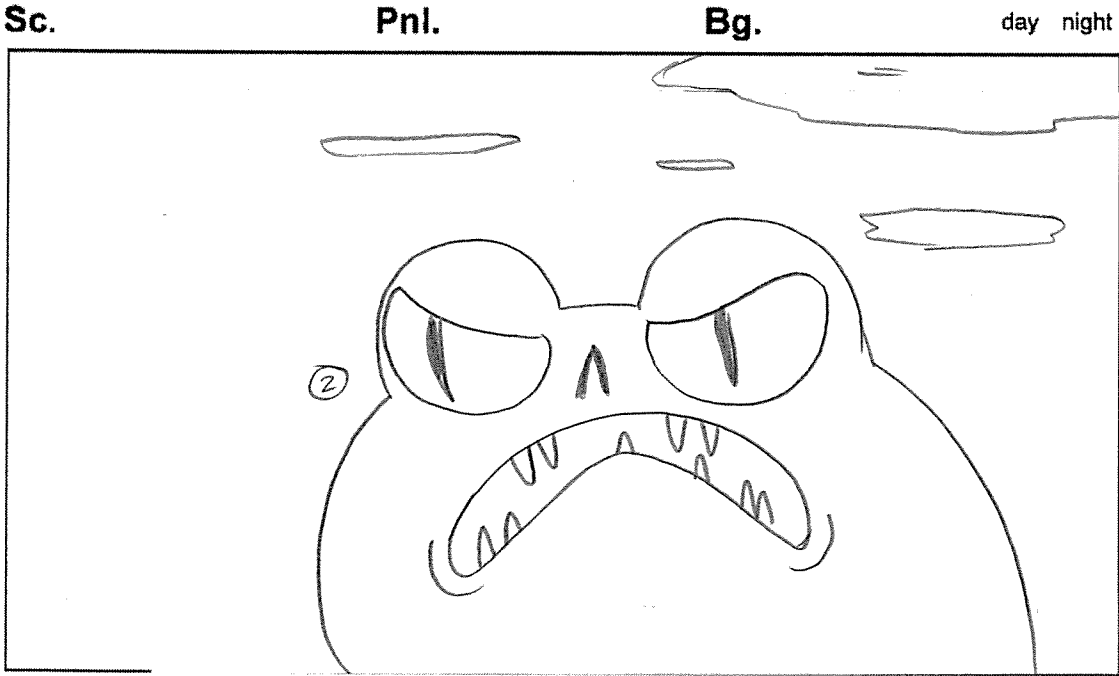
100242

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# ADVENTURE TIME

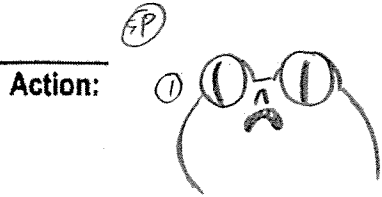


Page 237A



Dialog: (SS) (1) WHY ARE YOU SAYING THAT !!?

(SS) WHAT'S WRONG WITH YOU !!?



SS steps forward

Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME



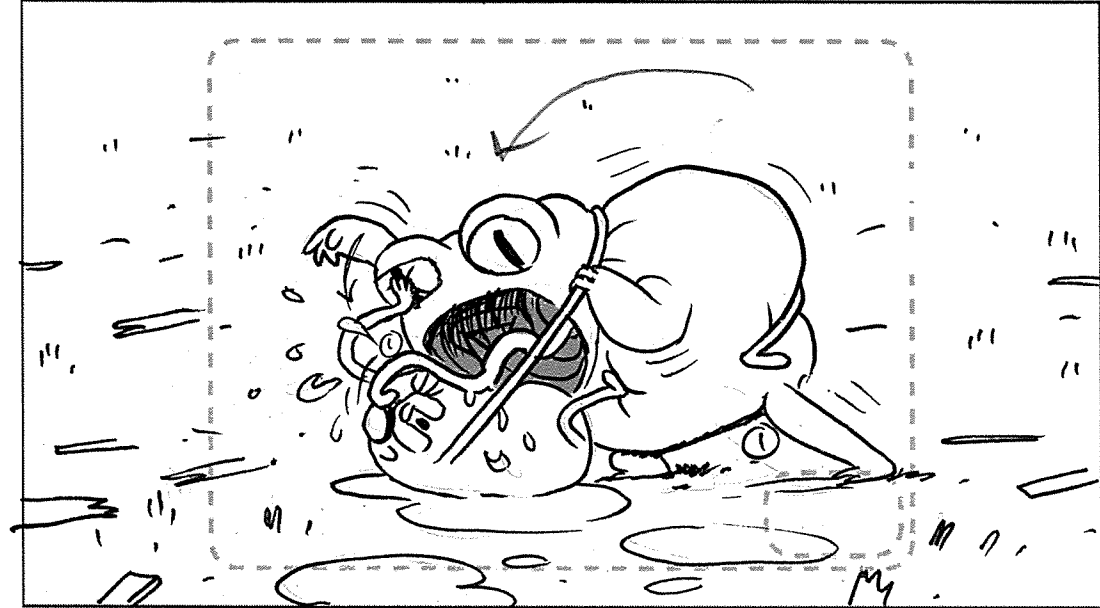
Page 237B

Sc. 220

Pnl. A

Bg.

day night



(J:) WE'LL SAVE YOU BEEMO! FINN - GO!!

As they grapple, S.S. licks Jake's face and his back legs switch place as he tries to get traction.



tongue licks Jake's face



EPISODE # 10 0242

Production :

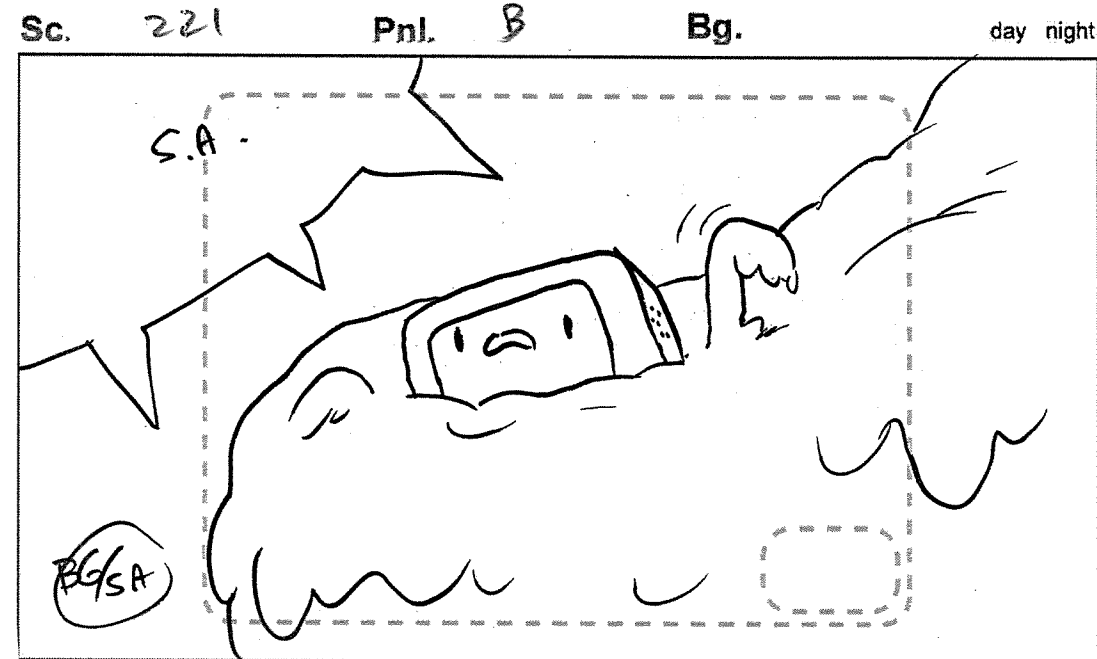
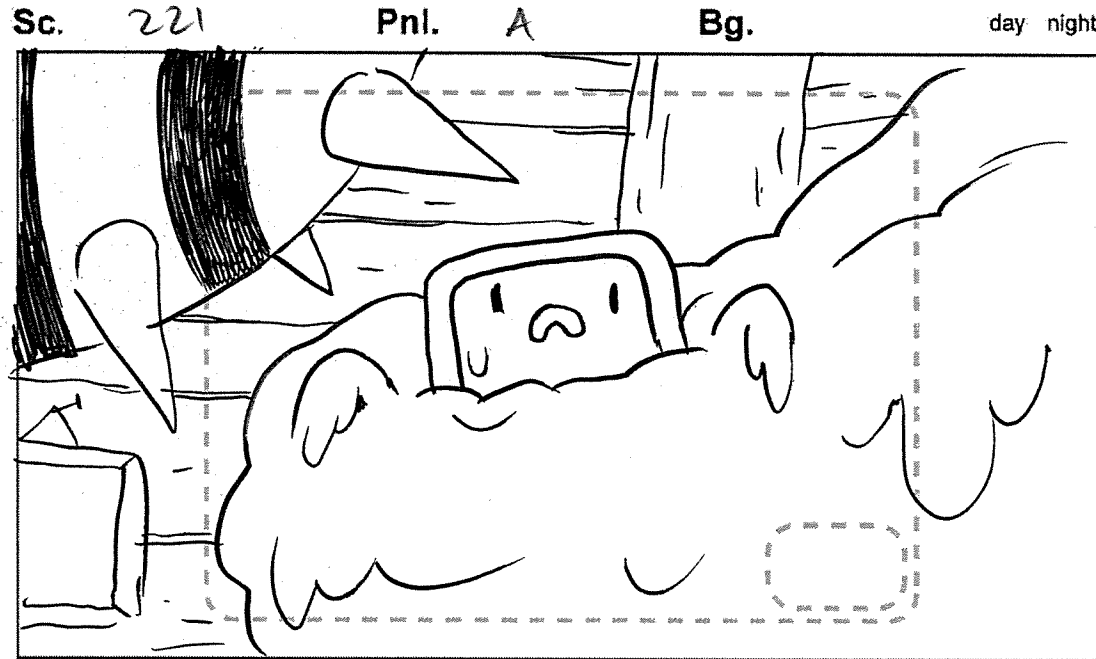


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# ADVENTURE TIME



Page 238



Dialog:

BEEMO: NO FINN! THEY'RE TOO STRONG!

BEEMO: USE THE COMBO MOVE FINN!  
THE COMB--

Action:

Timing:

EPISODE #

100242

17.5

Production :

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# ADVENTURE TIME



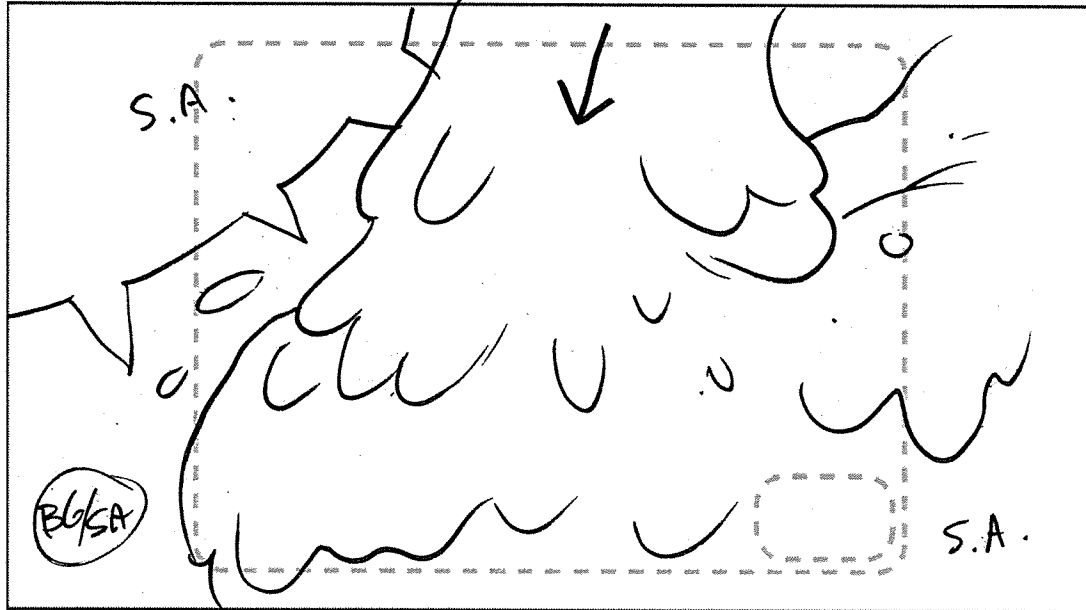
Page 239

Sc. 221

Pnl. C

Bg.

day night

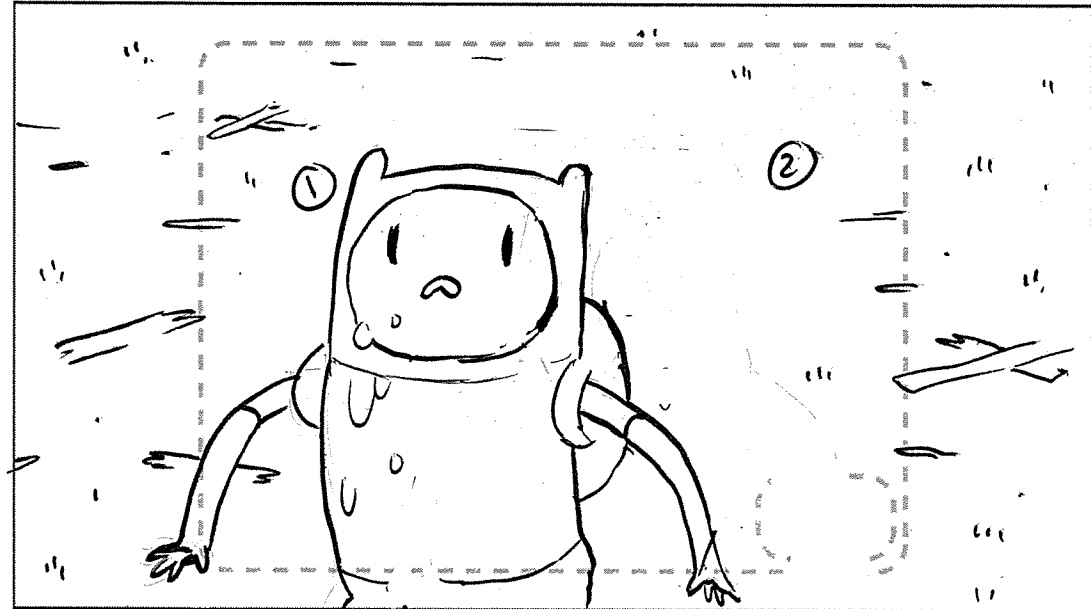


Sc. 222

Pnl. A

Bg.

day night



Dialog:

(SFX:) \*BLORP\*

(F:) ① The combo move? But I can't

Action:

Timing:

EPISODE # 100242

Production :

18

# ADVENTURE TIME



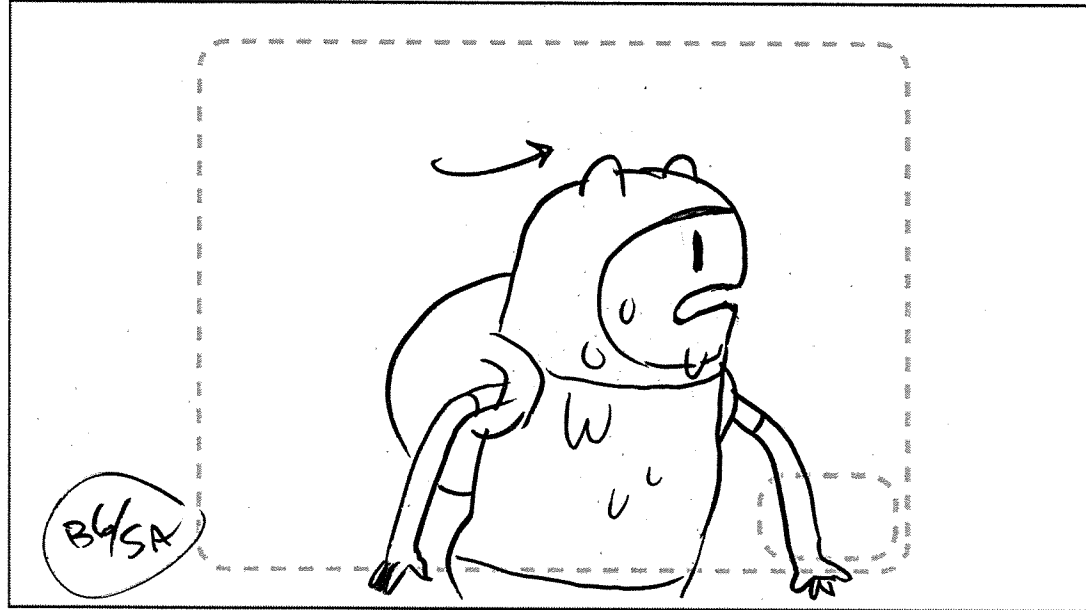
Page 240

Sc. 222

Pnl. B

Bg.

day night

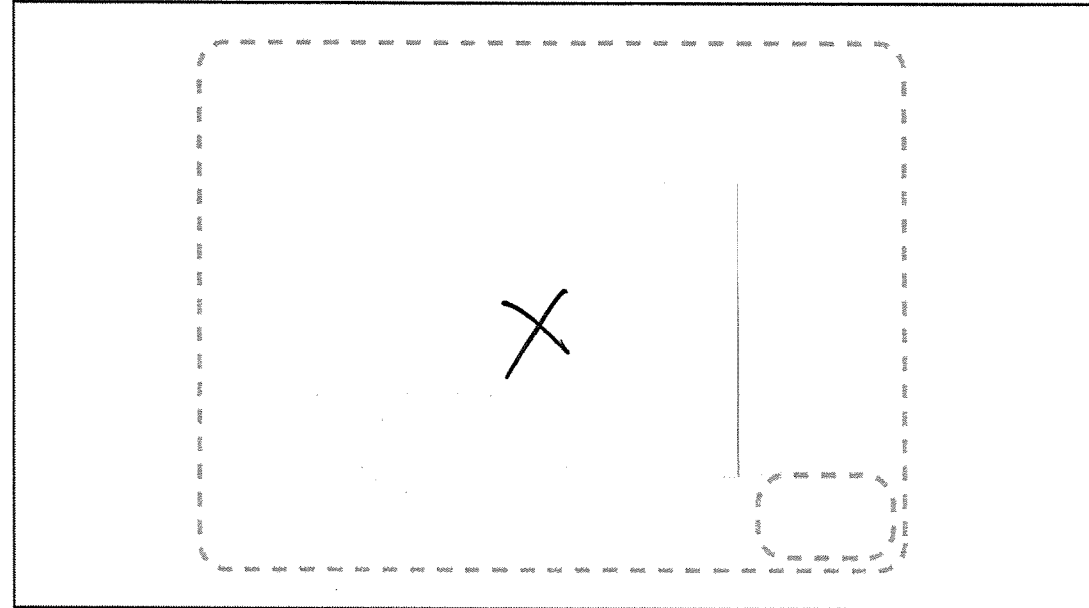


Sc.

Pnl.

Bg.

day night



Dialog:

(F) Jake - I can't --

Action:

Timing:

EPISODE # 100242

18.5

Production :

# ADVENTURE TIME



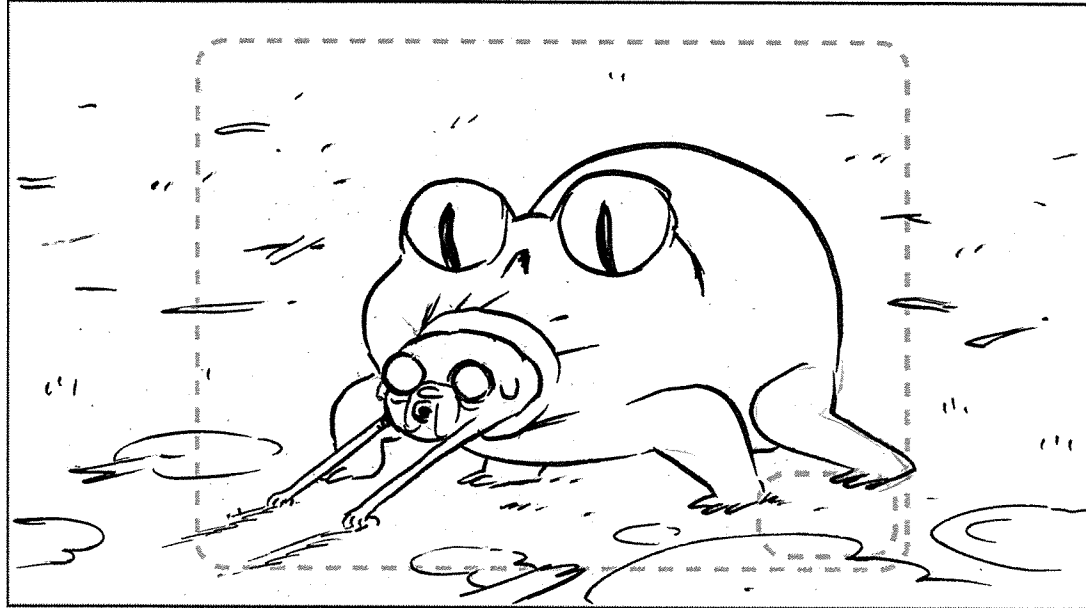
Page 240A

Sc. 223

Pnl. A

Bg.

day night

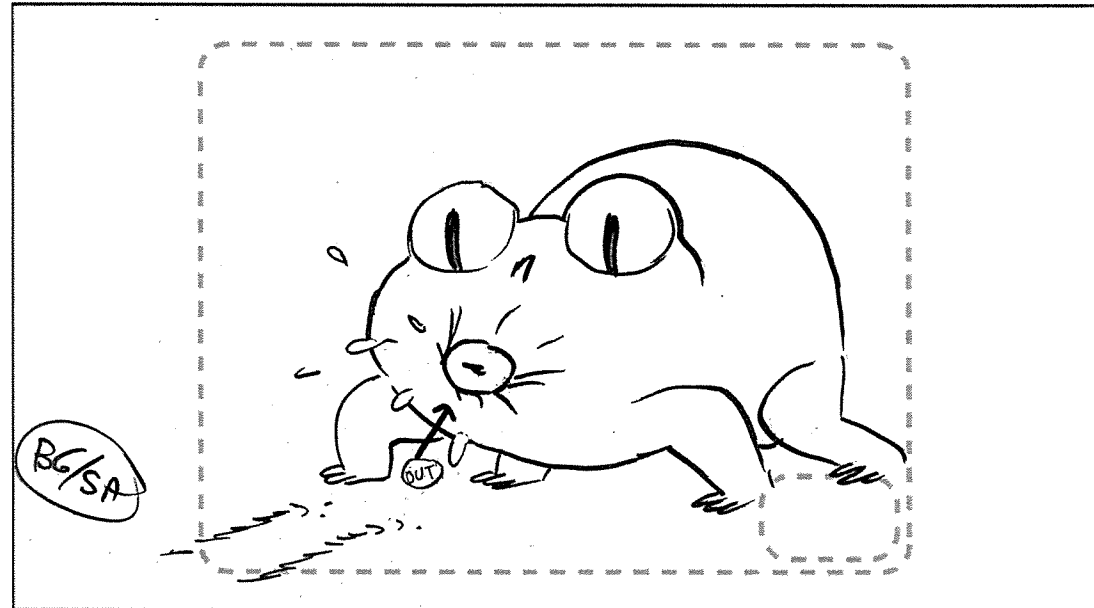


Sc. 223

Pnl. B

Bg.

day night



Dialog: (J:) Lissen - you got this man!  
I know you can---

SFX: \* BLORP \*

Action:

Timing:

EPISODE #

100242

Production :

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# ADVENTURE TIME



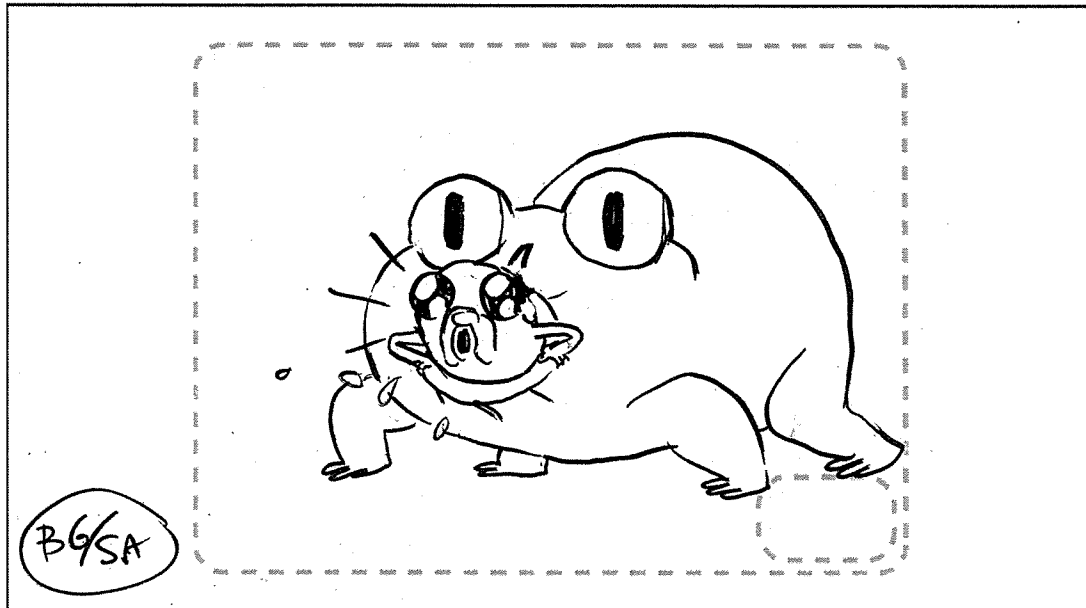
Page 241

Sc. 223

Pnl. C

Bg.

day night

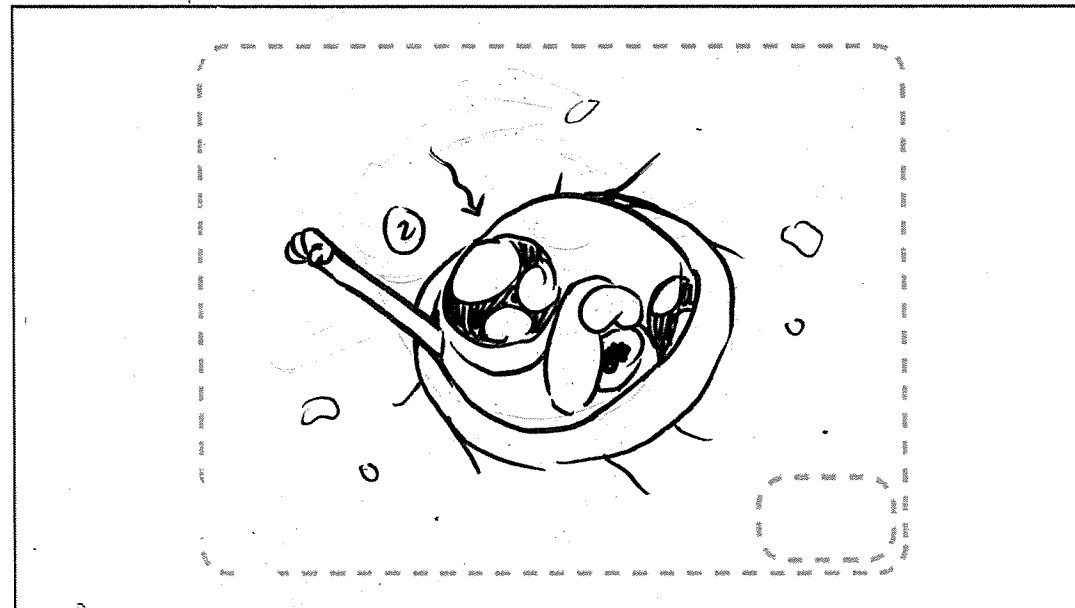


Sc. 224

Pnl. A

Bg.

day night



Dialog: ① SFX: \* POP! \*  
② (J:) I KNOW YOU CAN DO IT BUDDY!

(J:) YOU GOT THIS!!  
SFX: sllllllrrrrpp

Action:

Timing:

EPISODE # 100242



# ADVENTURE TIME



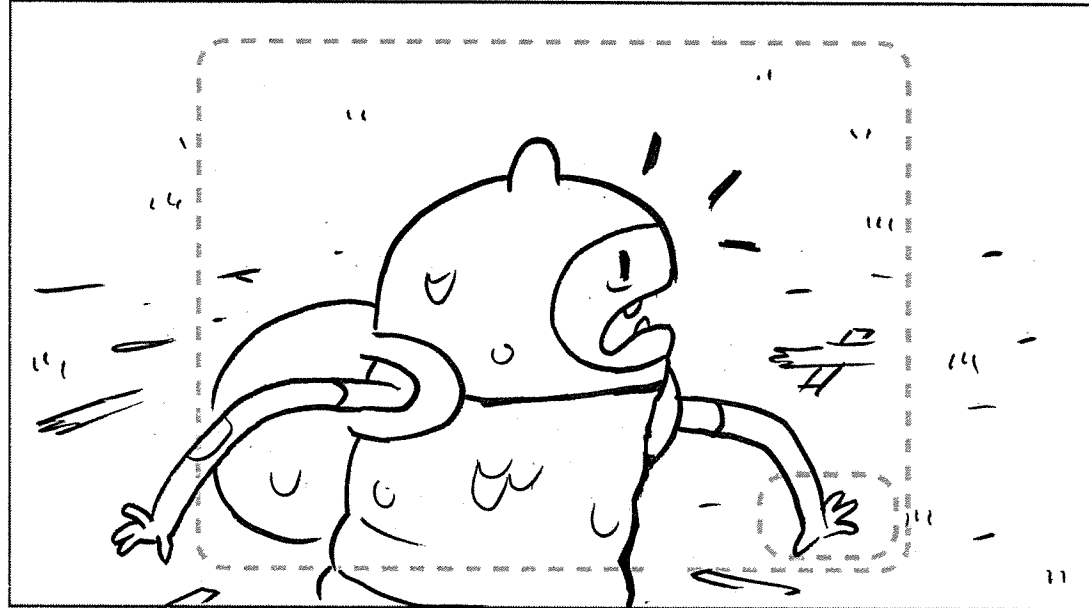
Page 242

Sc. 225

Pnl. A

Bg.

day night

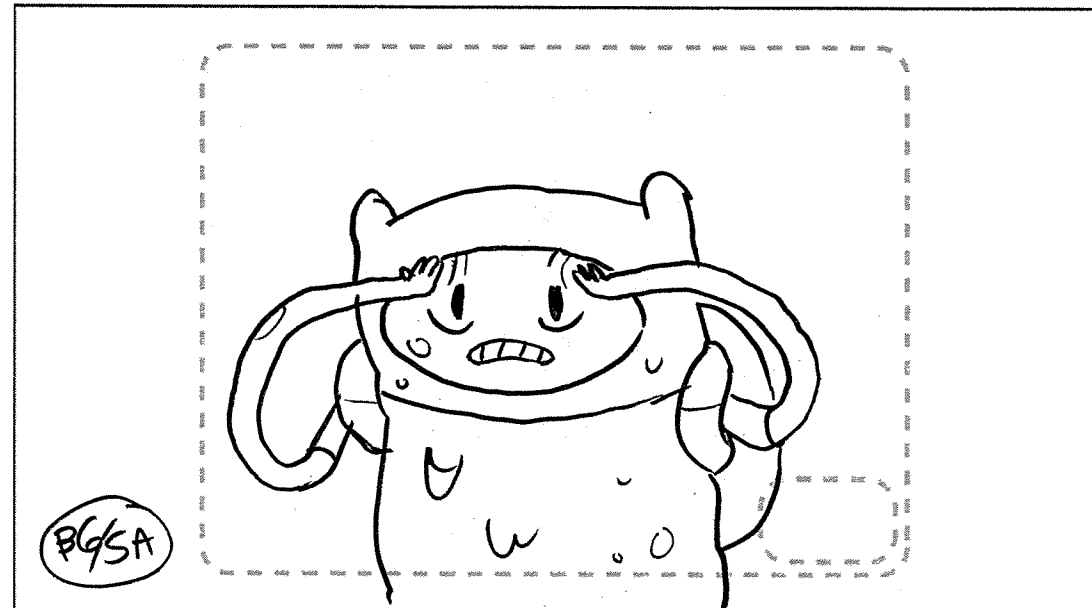


Sc. 225

Pnl. B

Bg.

day night



## Dialog:

SFX: \* BLORP \*  
(sound of Jake being sucked into the frog's mouth off screen.)

(F:) okay okay - you GOT THIS Finn -  
one word

## Action:

## Timing:

100242

EPISODE #

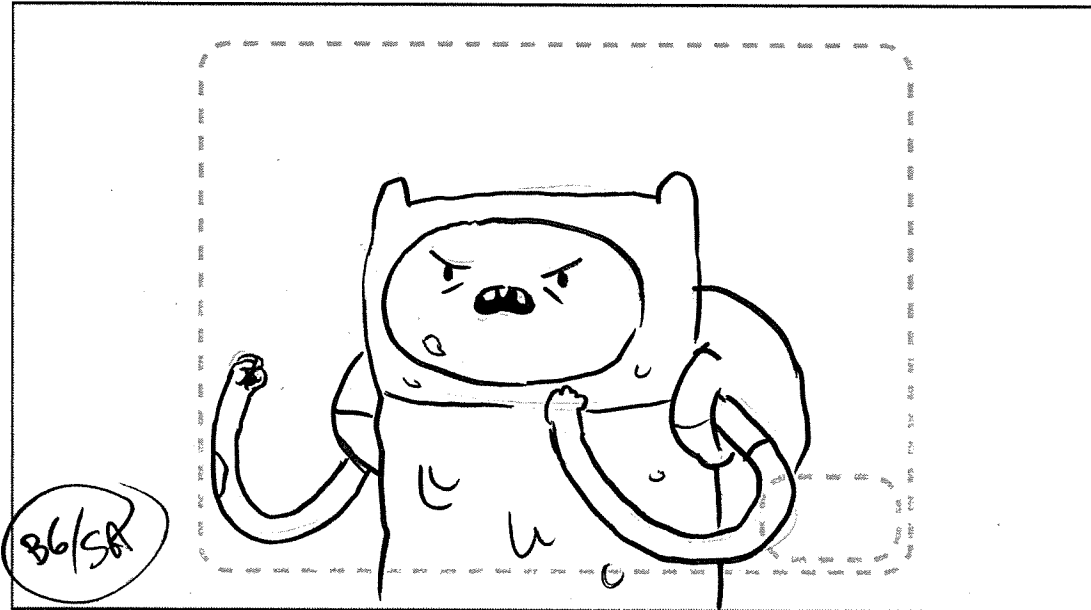
Production :

# ADVENTURE TIME

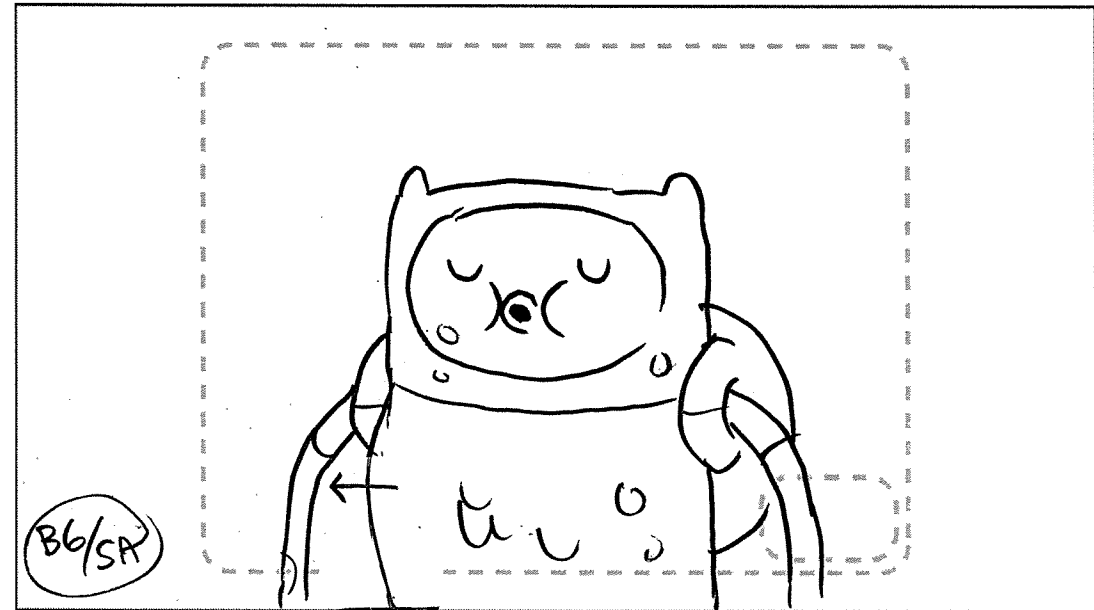


Page 243

Sc. 225 Pnl. C Bg. day night



Sc. 225 Pnl. D Bg. day night



Dialog:

(F:) - FOR YOUR FRIENDS!

(F:) \* deep inhale \*

Action:

Timing:

EPISODE #  
100242

Production :

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# ADVENTURE TIME



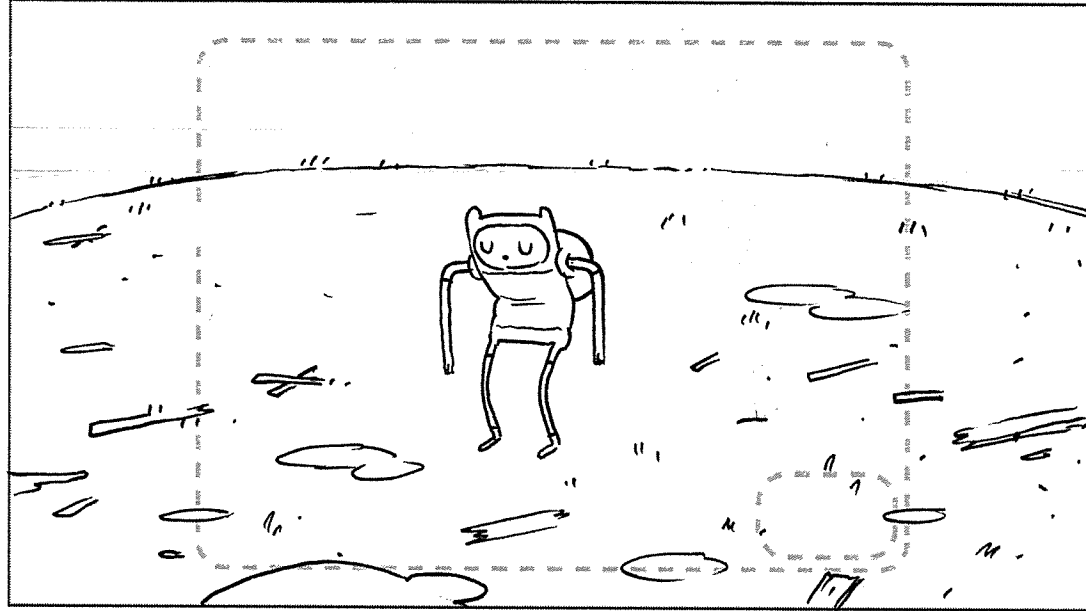
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Sc. 226

Pnl. A

Bg.

day night

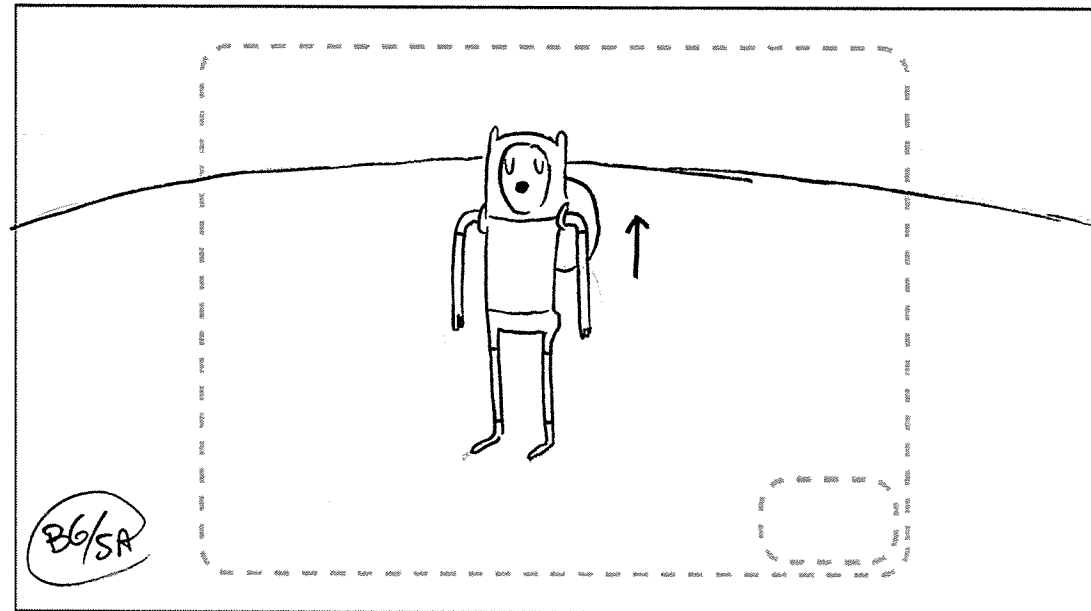


Sc. 226

Pnl. B

Bg.

day night



Dialog:

BEAT *ll*

(F:) UP

Action:

Timing:

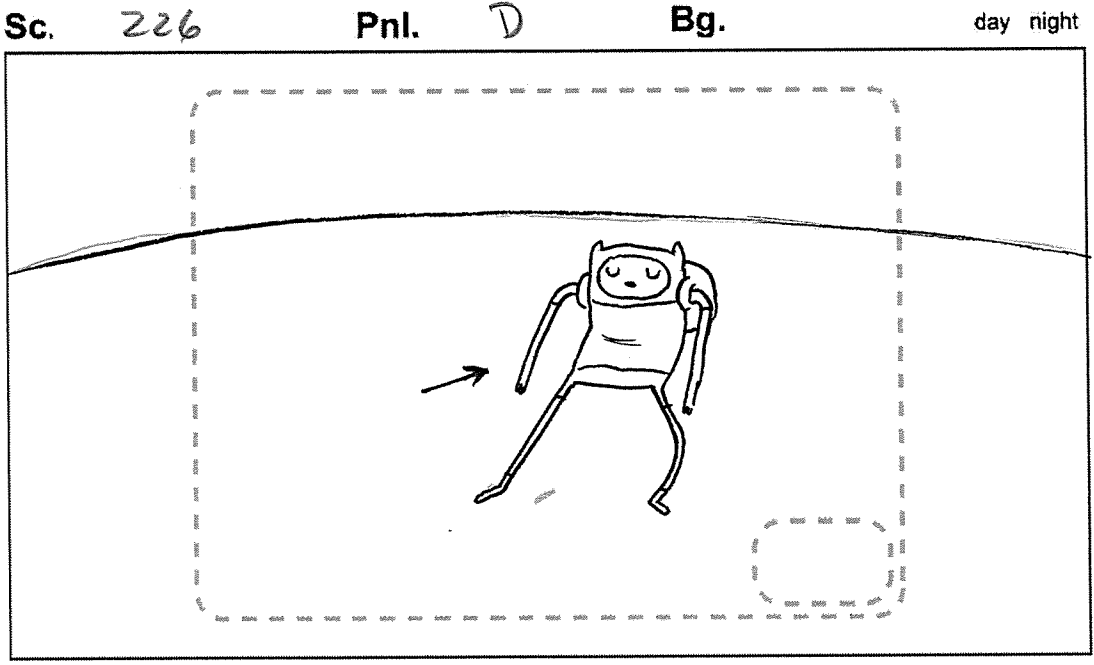
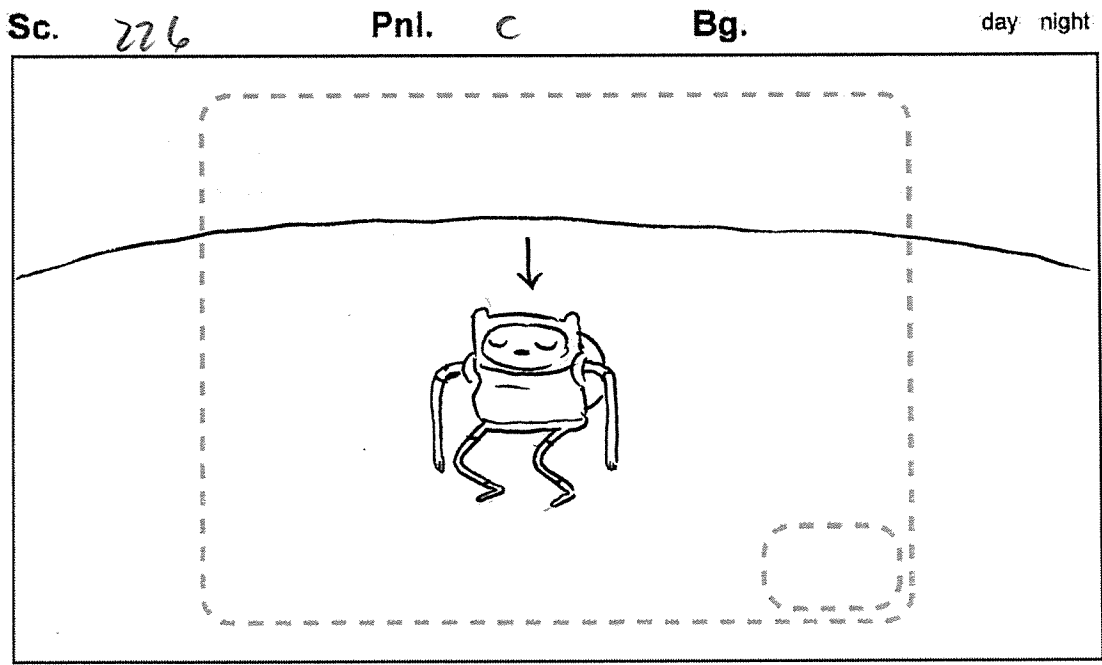
EPISODE # 100242

Production :



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# ADVENTURE TIME



Dialog:
<div>(F:) DOWN</div> <div>(F:) left</div>
Action:
Timing:

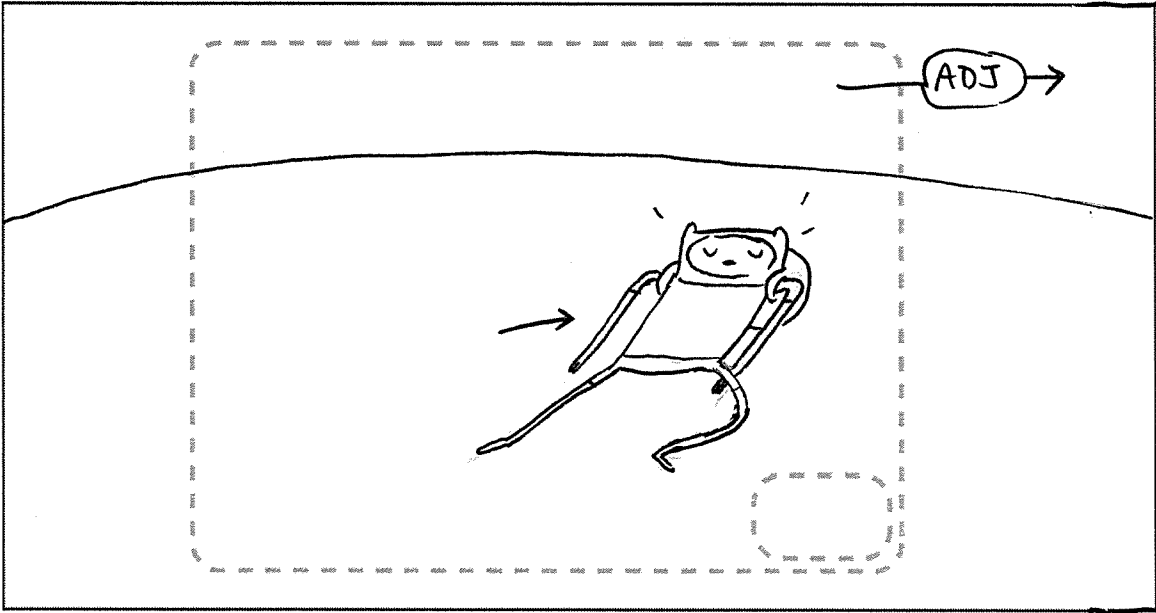
EPISODE # 100242

Production :

ADVENTURE TIME



Sc. 226 Pnl. E Bg. day night



Dialog:	(F:) left
Action:	energy sparks start coming from finn
Timing:	

EPISODE # 100242

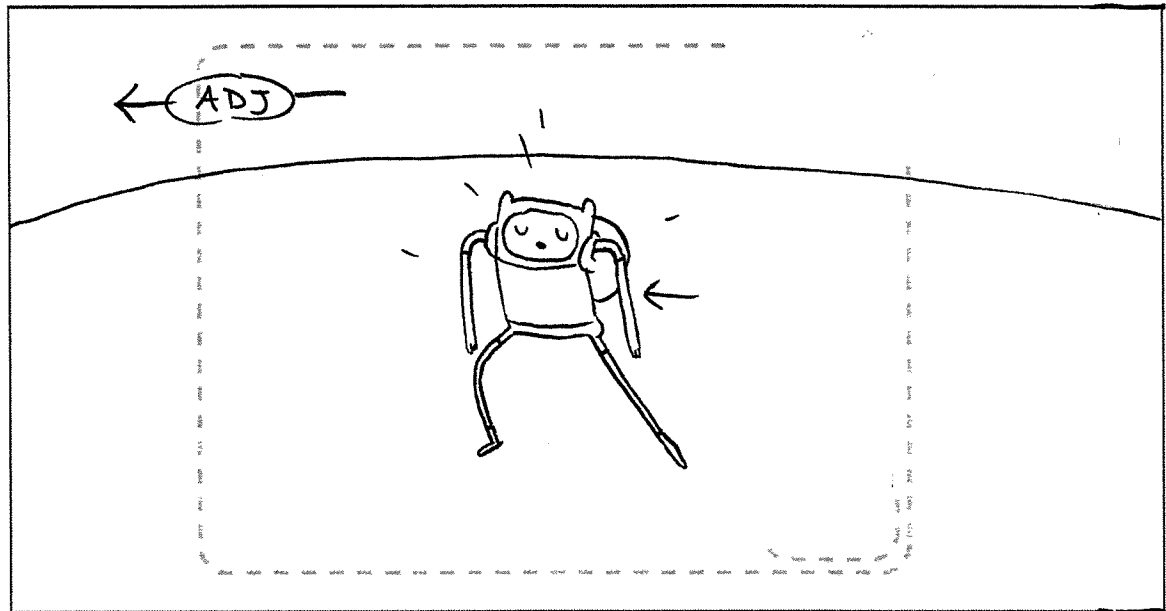
Production :

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# ADVENTURE TIME



Sc. 226 Pnl. F Bg. day night



Dialog:	(F:) Right
Action:	slightly more sparks
Timing:	

EPISODE # 100242

Production :

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# ADVENTURE TIME



Sc. 227 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(F:) RIGHT

Action:

- ENERGY SPARKS INCREASE

Timing:

100242

27

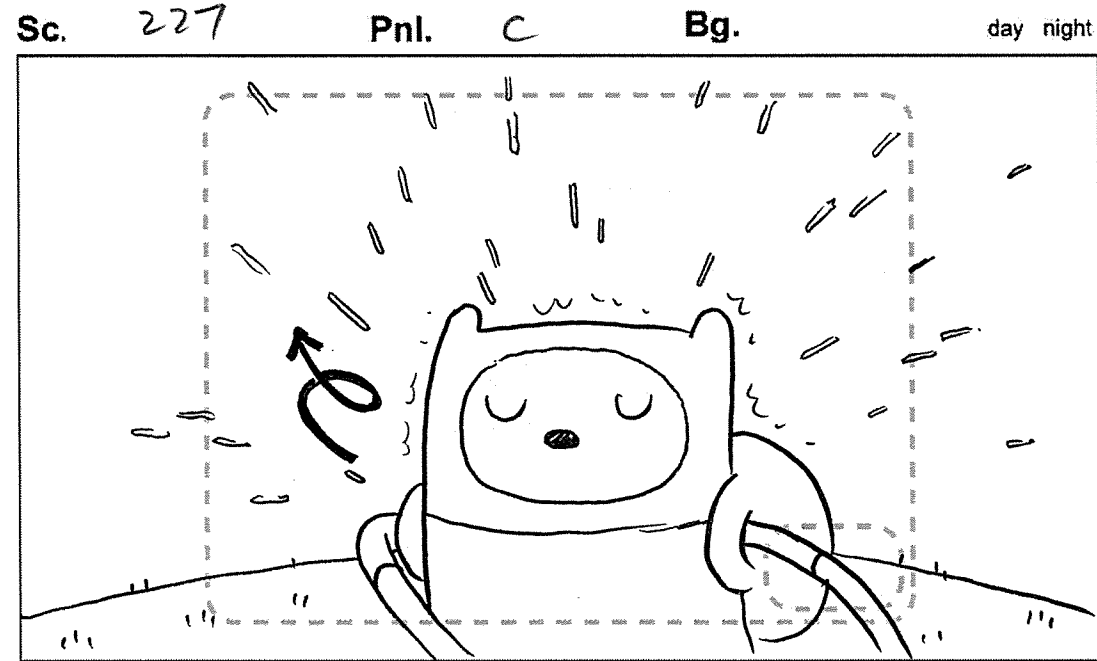
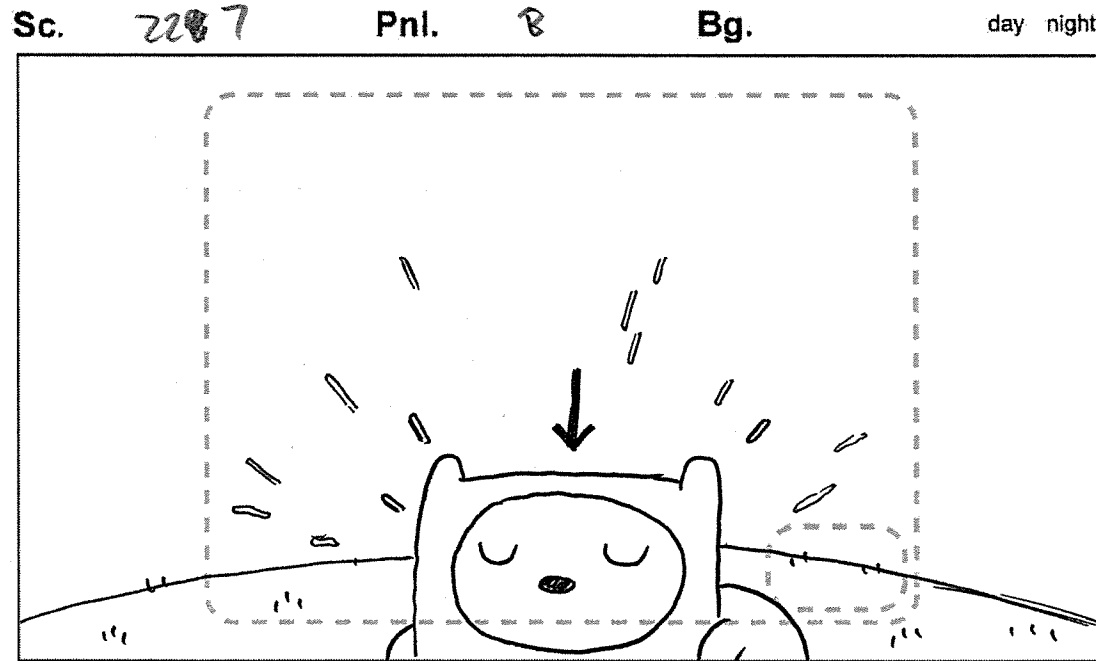
Production :

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# ADVENTURE TIME



Page 249



Dialog:

(F:) DOWN

(F:) SPIN

Action:

more ENERGY SPARKS

emanating from Finn

- Finn spins 360° as he stands up.  
- more ENERGY SPARKS

Timing:

sparks move a few inches then fade.

EPISODE # 100242

Production :

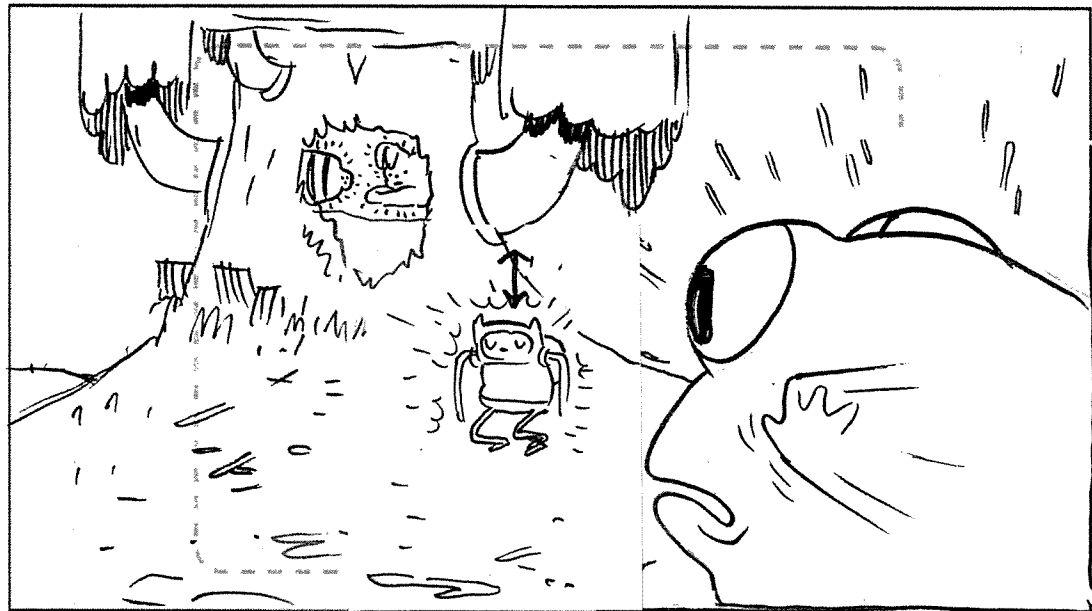
28

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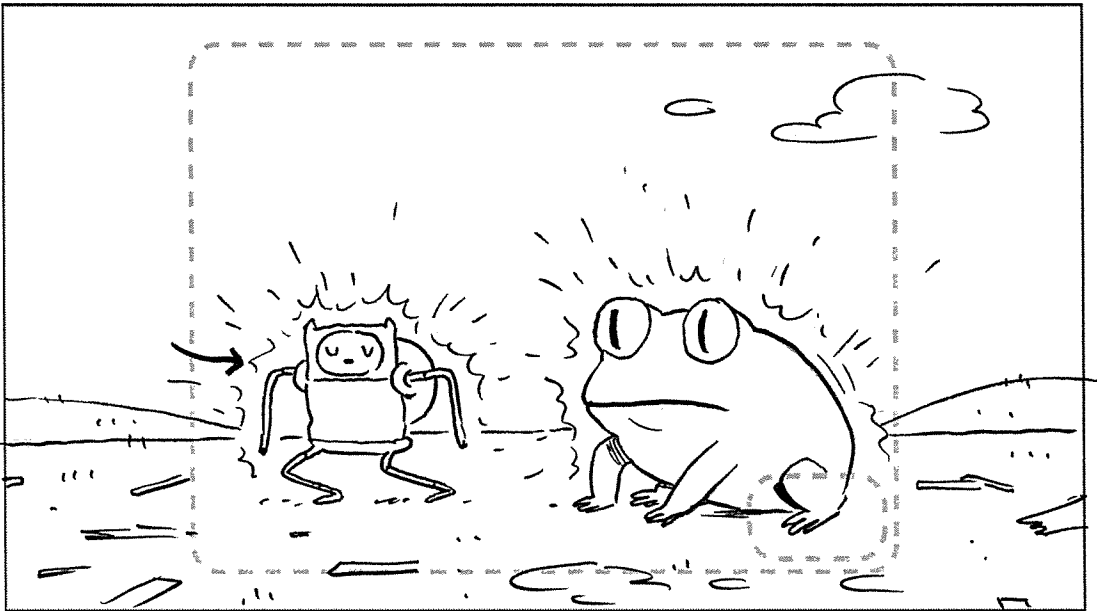
ADVENTURE TIME



Sc. 228 Pnl. A Bg. day night



Sc. 229 Pnl. A Bg. day night



Dialog:	(F:) DOWN UP	(F:) LEFT
Action:	- Energy coming off monsters now too - Jake's hand struggles within Silly Sam	
Timing:		

EPISODE # 100242

Production :

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ADVENTURE TIME



Sc. 229 Pnl. B Bg. day night

Sc. 230 Pnl. A Bg. day night

Dialog:	(F) RIGHT, LEFT -	(F) DOWN SPIN RIGHT LEFT!
Action:		
Timing:		

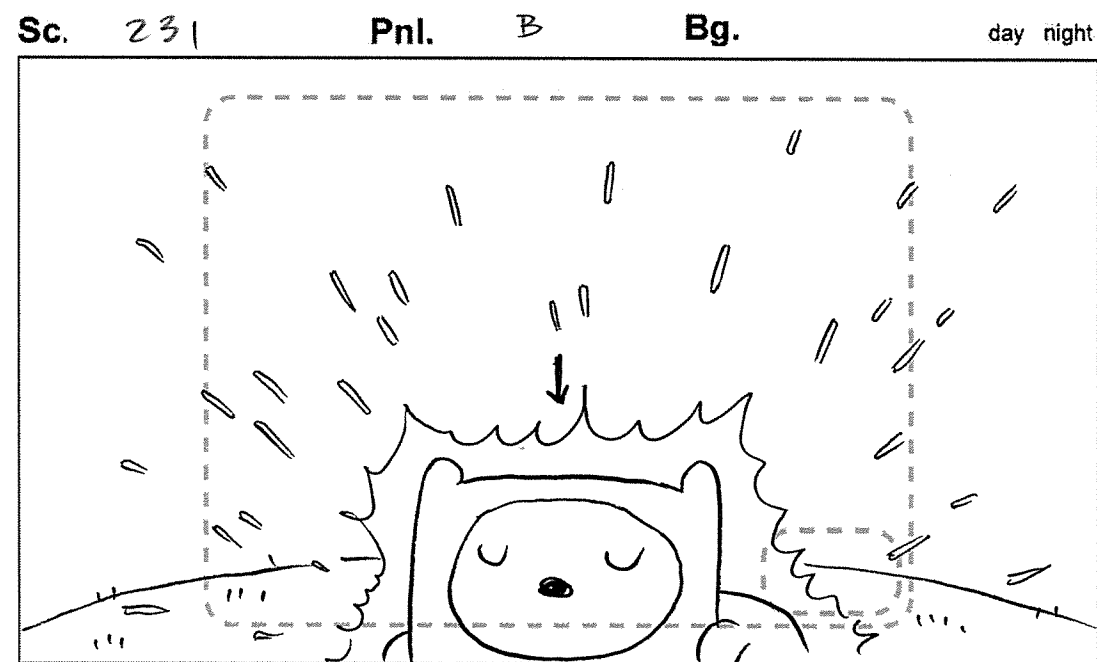
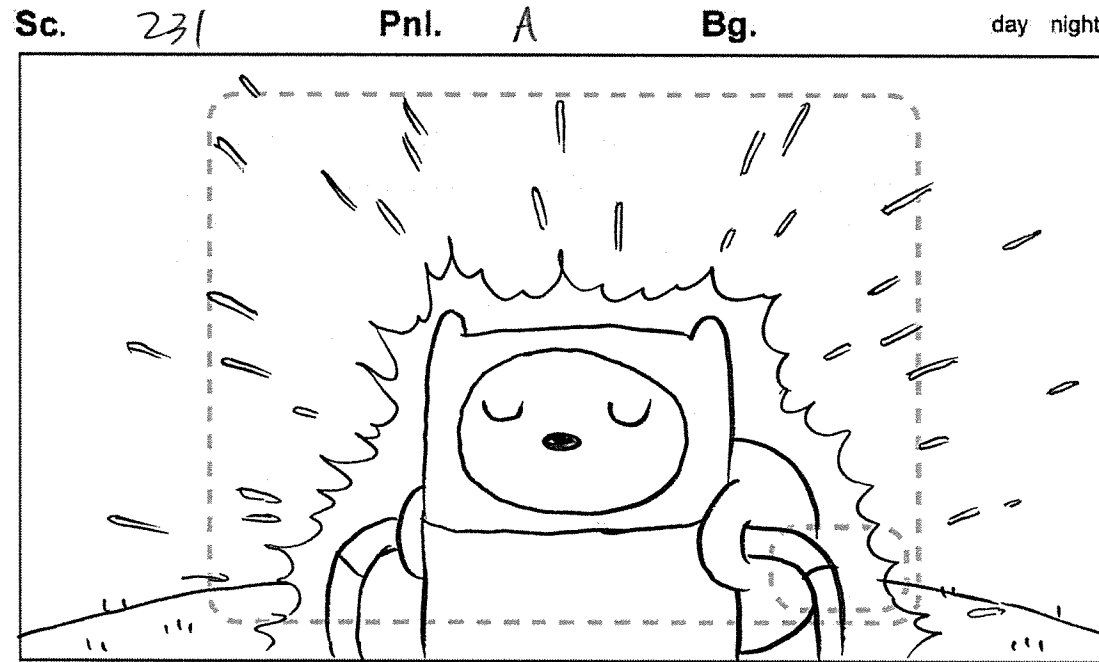
EPISODE # 100242

Production :

# ADVENTURE TIME



Page 252



Dialog:

(F:)

UP

(F:)

DOWN

Action:

Timing:

EPISODE #

31

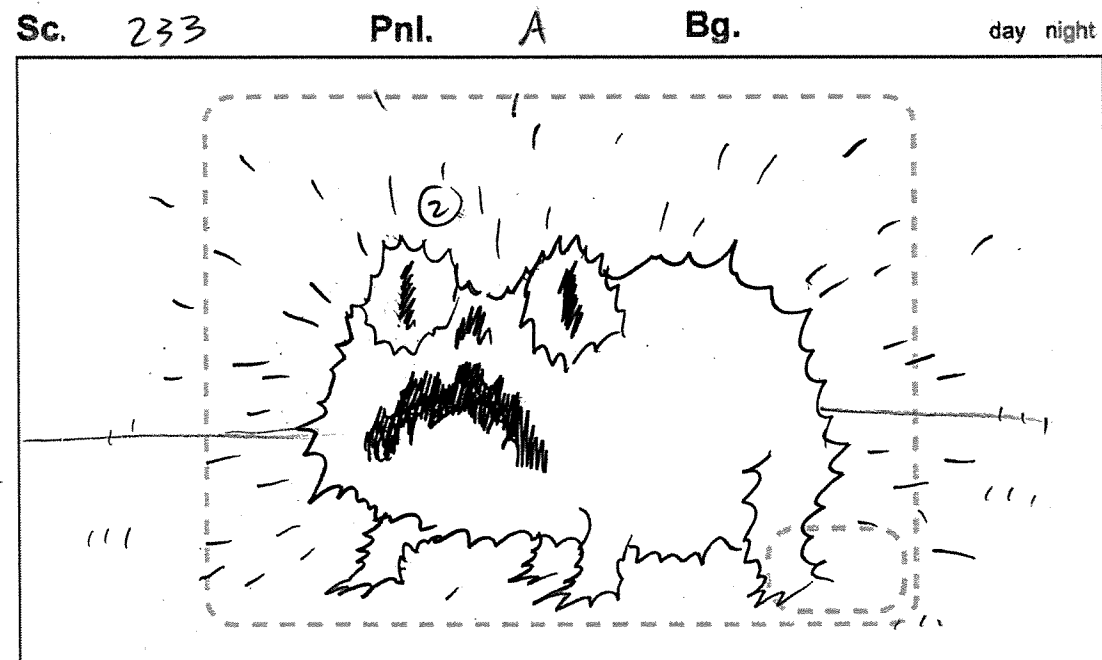
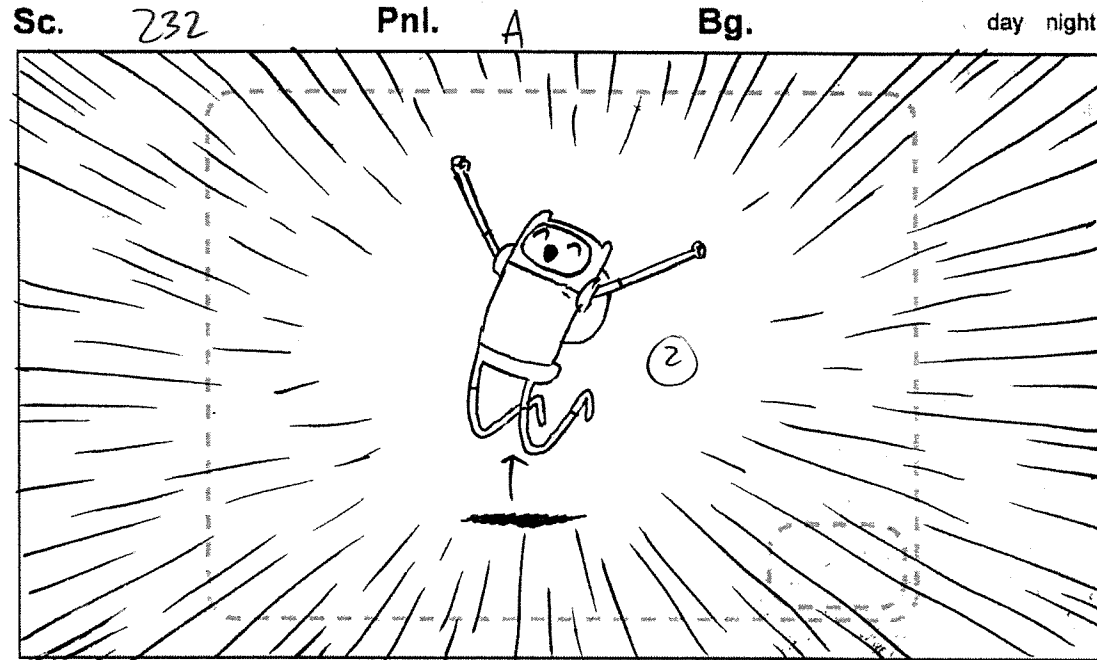
Production :



# ADVENTURE TIME



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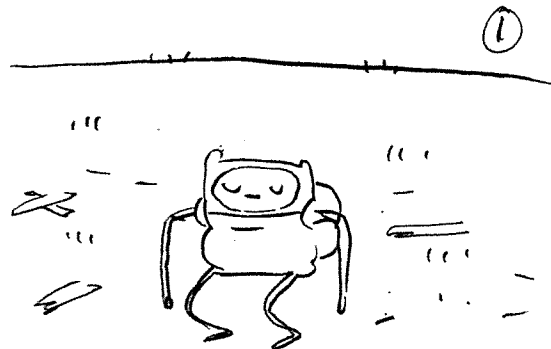


Dialog:

(F!) JUMP!

(SS:) YAAAAH !! --

Action:



Timing:

ELECTRIC LINE  
ANIMATES:  
1212121212



EPISODE #  
100242

Production :

# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 233 Pnl. B Bg. day night

Dialog:	(S.S.) (same yell continued) YAAAAAH --
Action:	- Electric line stops animating on ② - Less sparks - Silly Sm stretches out -
Timing:	

EPISODE # 100242

Production :

33

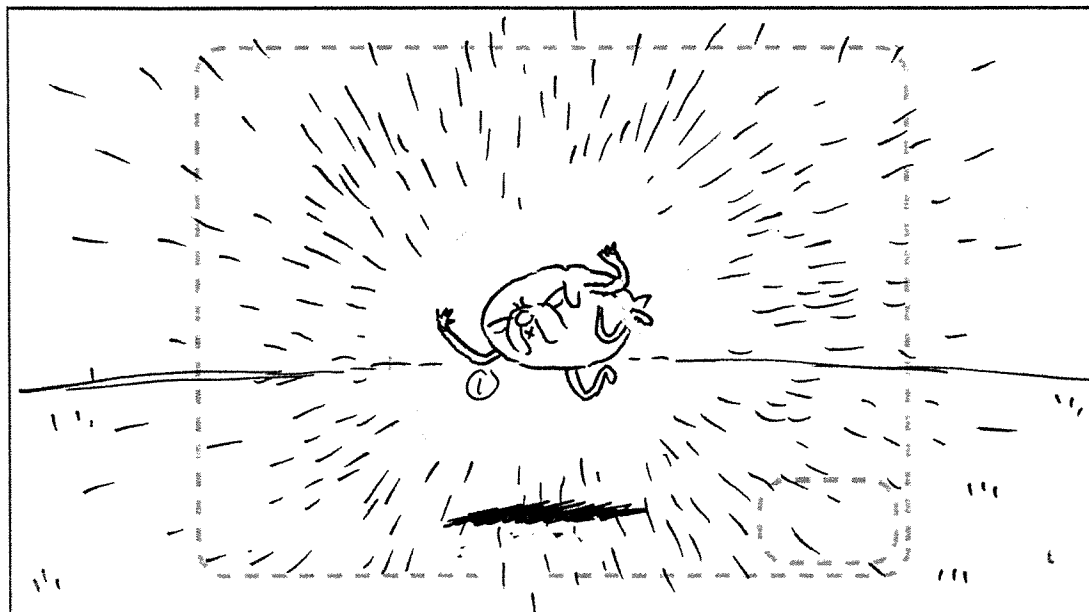
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# ADVENTURE TIME

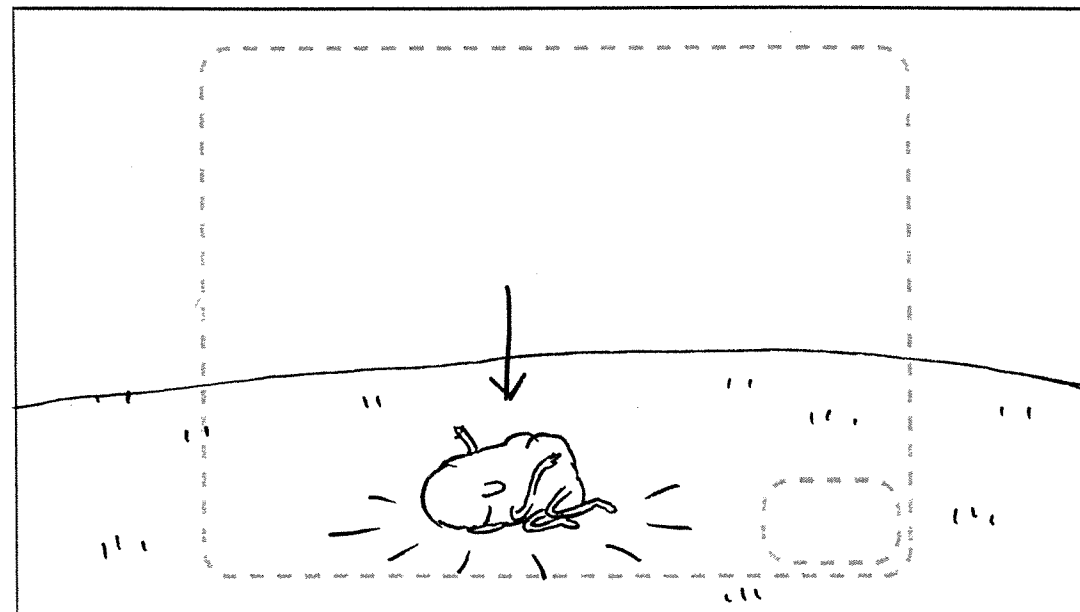


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Sc. 233 Pnl. C Bg. day night



Sc. 233 Pnl. D Bg. day night

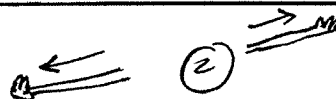


Dialog:

SFX: POP!

SFX: \* WHAM \*

Action:

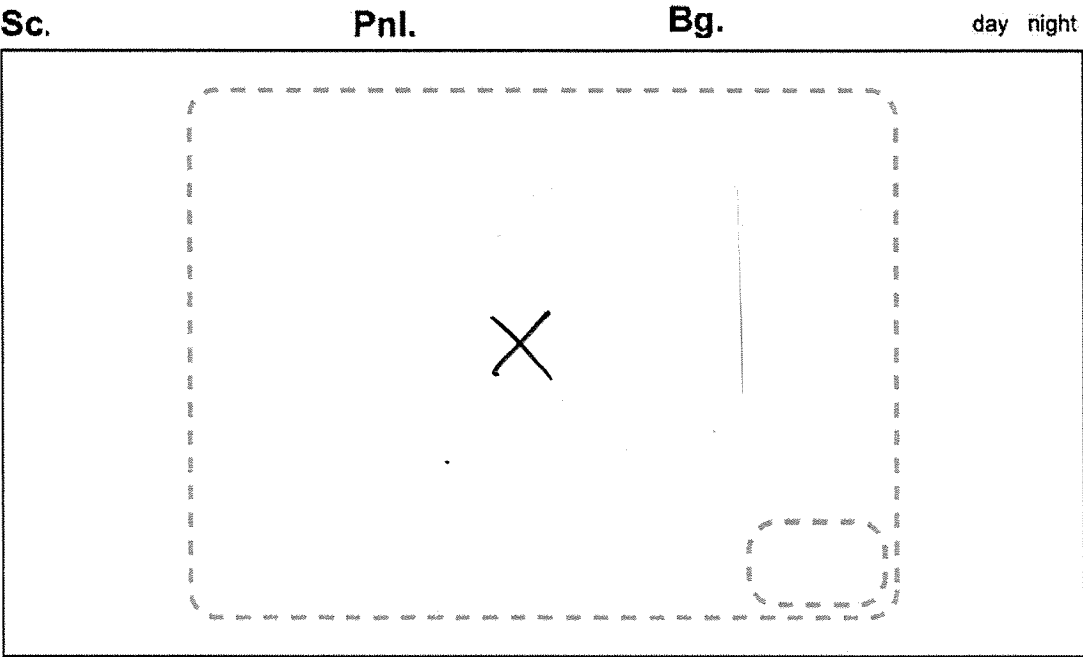
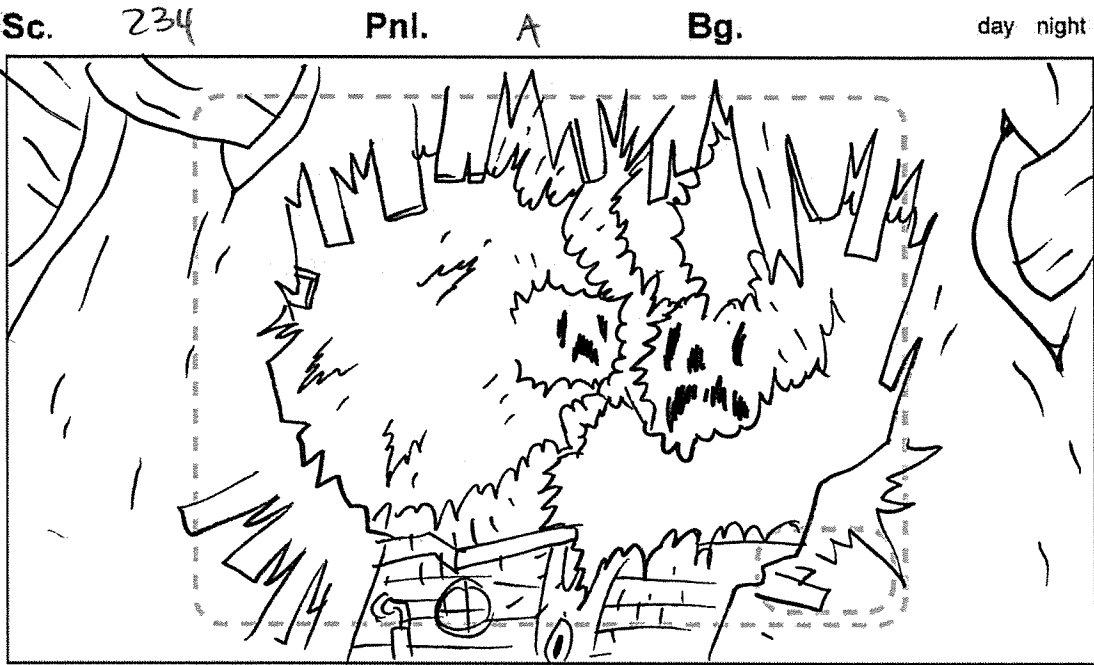


Timing:

EPISODE # 100242

Production :

ADVENTURE TIME



Dialog:
MONSTERS : YAAAAA!!
Action:
Timing:

EPISODE # 100242

Production :

WS

# ADVENTURE TIME



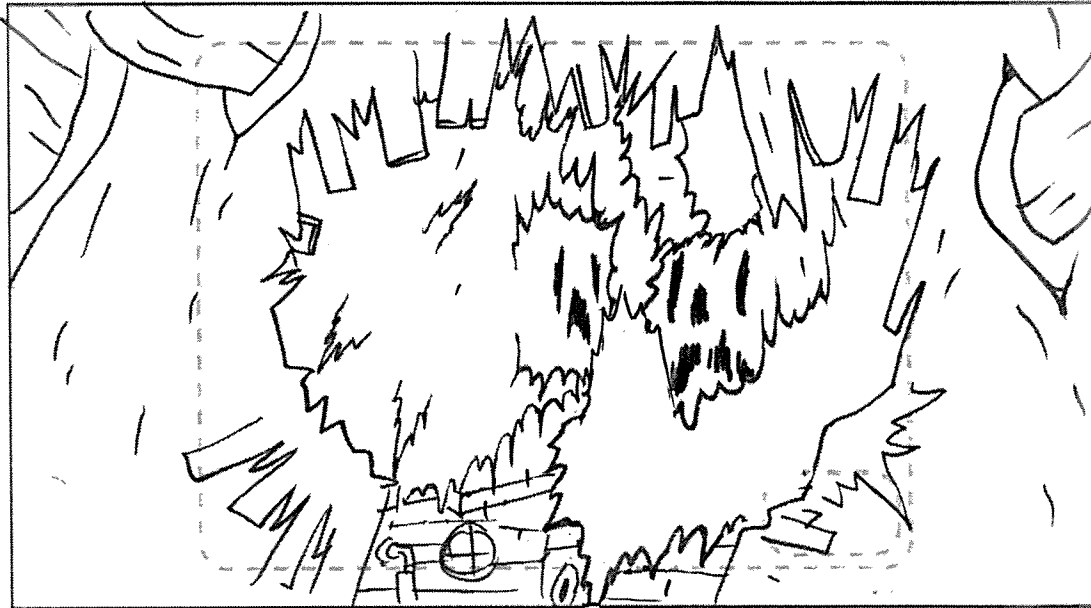
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Sc. 234

Pnl. B

Bg.

day night

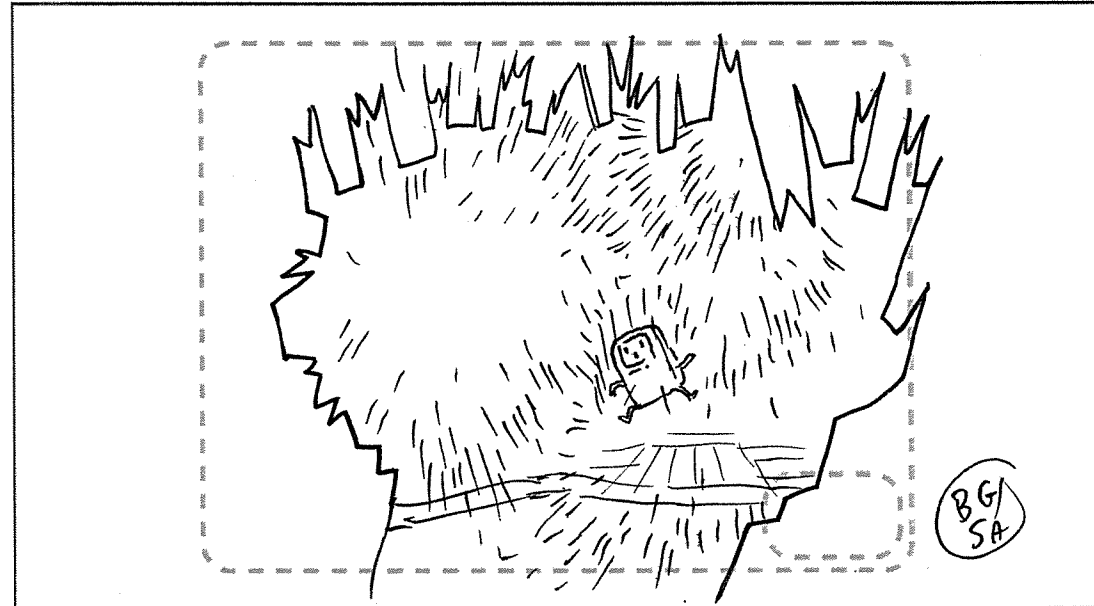


Sc. 234

Pnl. C

Bg.

day night



Dialog:

MONSTERS: (some yell continued) YAAAAH!

SFX: \* POP! \*

Action:

- SPARKS DIMINISH
- BEE and BUNNY stretch out -

Timing:

EPISODE #

100242

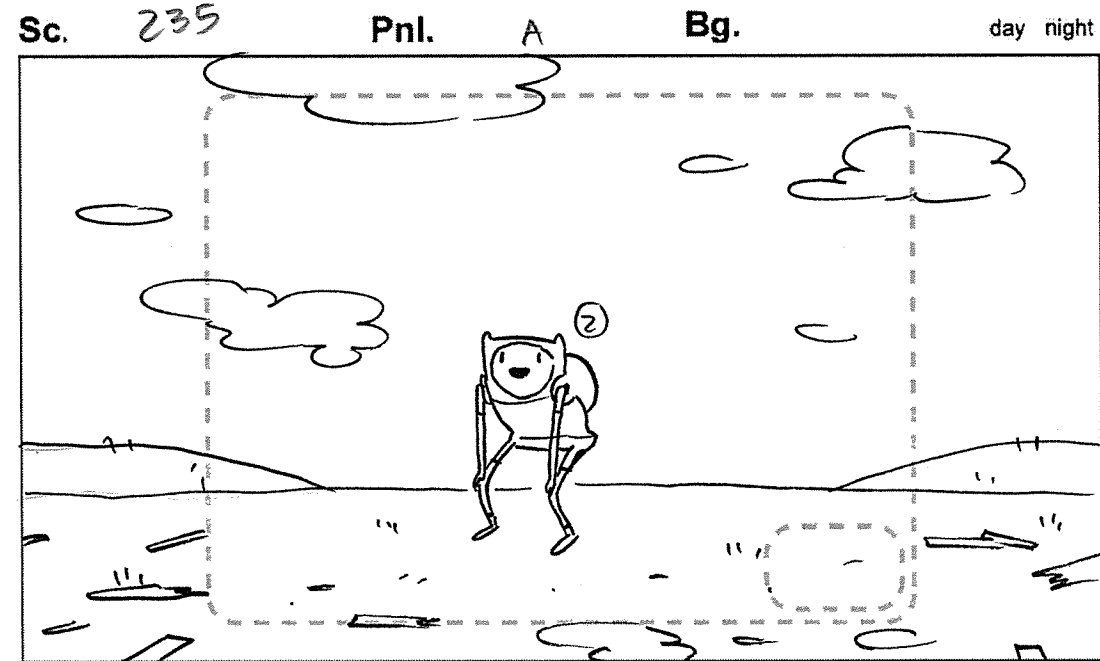
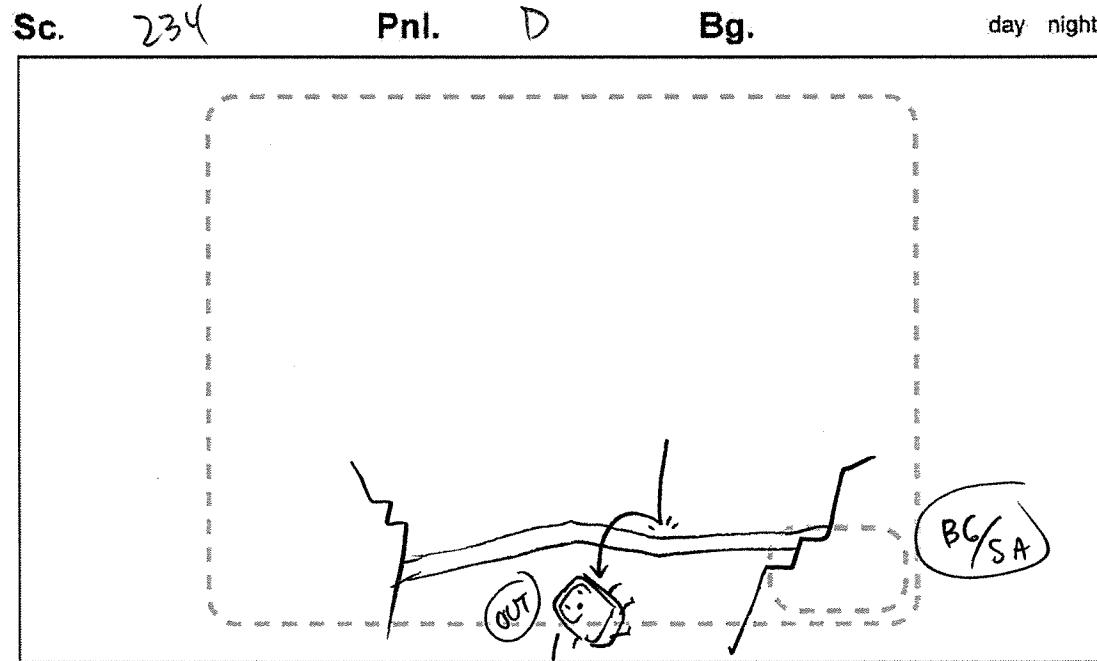
36

Production :

# ADVENTURE TIME



Page 258



Dialog:

(F:) ① \* GASP PANT \*  
② WHOA.

Action:



Timing:

EPISODE # 0242

Production :

# ADVENTURE TIME



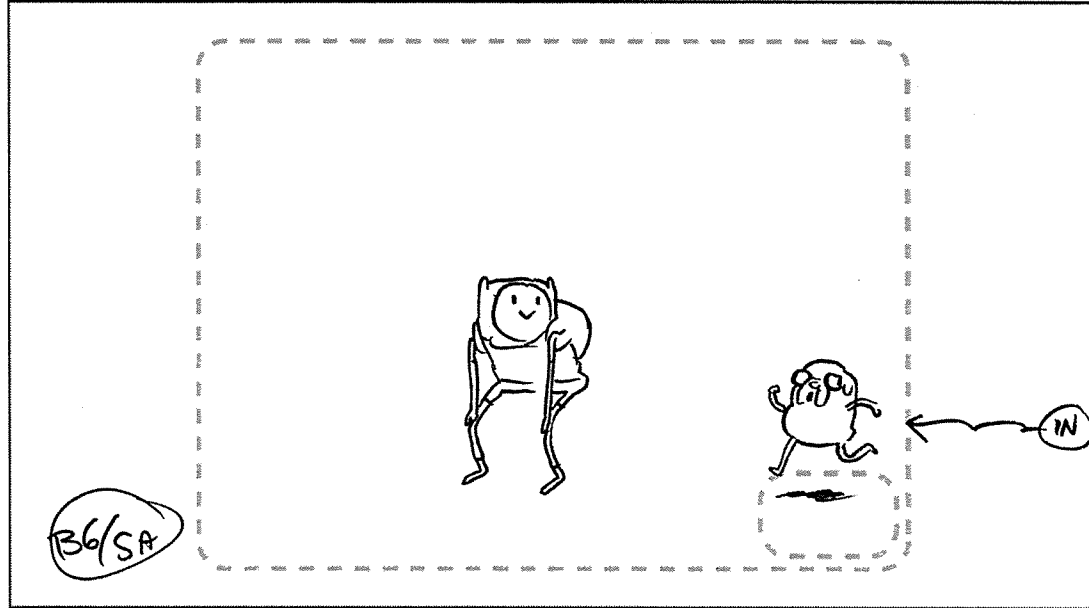
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Sc. 235

Pnl. B

Bg.

day night

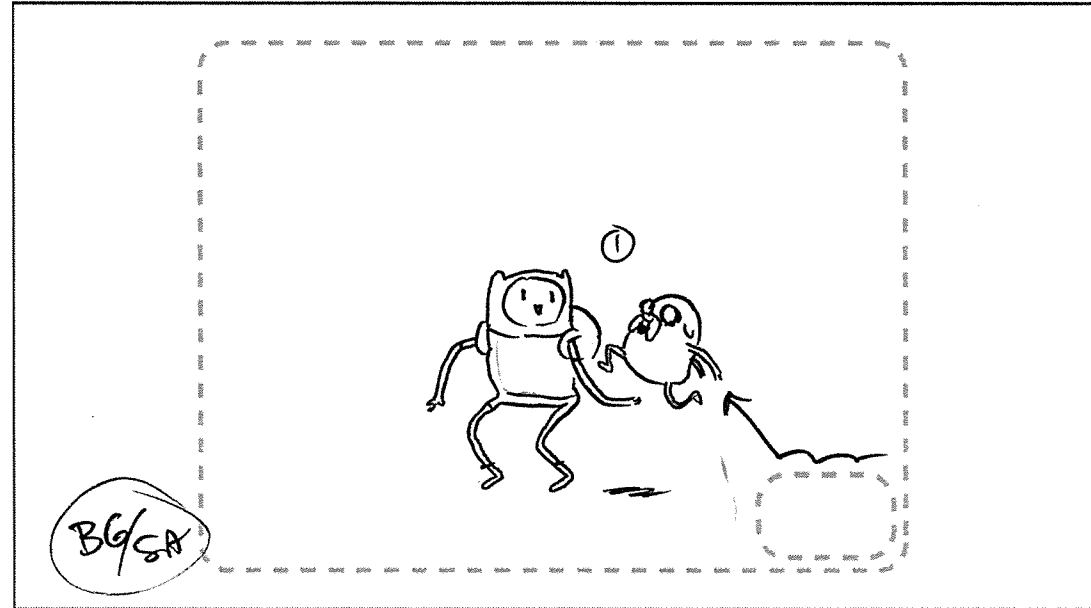


Sc. 235

Pnl. C

Bg.

day night



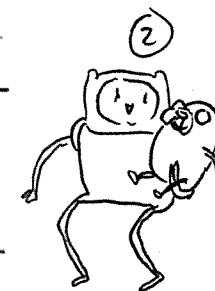
Dialog:

(J:) WHOO-HOO!!

Action:

Timing:

(J:) You did it Finn!



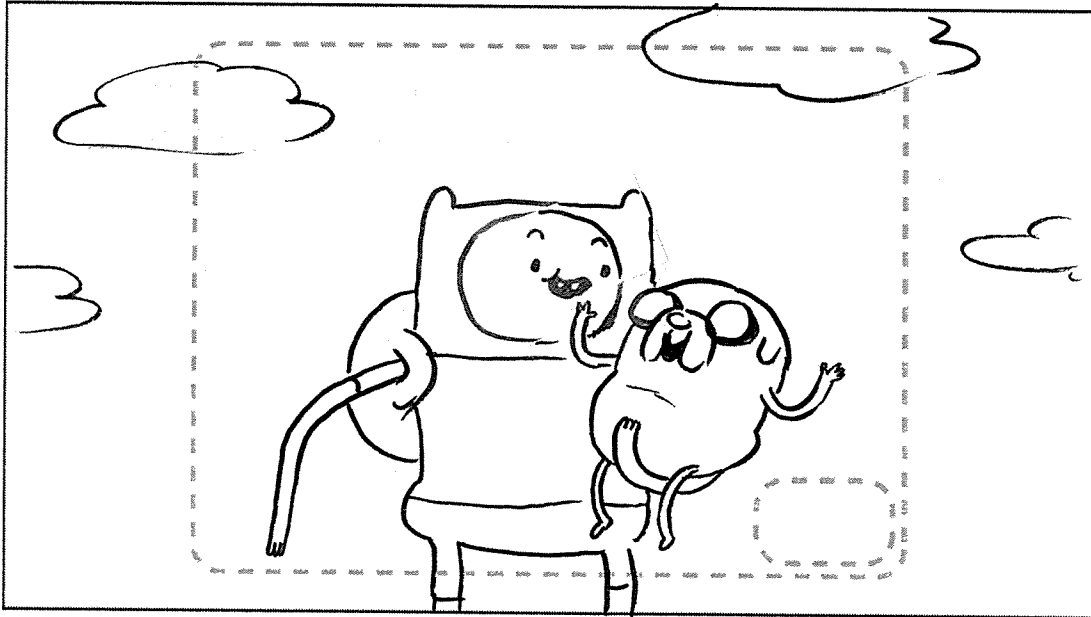
EPISODE # 100242

Production :

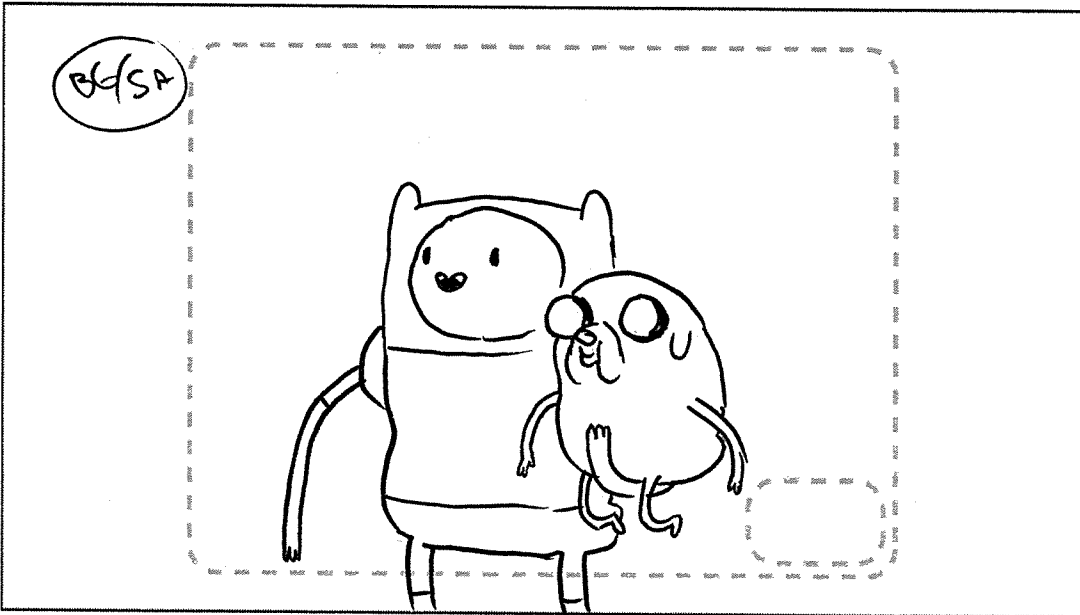
# ADVENTURE TIME



Sc. 236 Pnl. A Bg. day night



Sc. 236 Pnl. B Bg. day night



Dialog:	(J:) I knew you had the stuff !!	(J:) Right Beemo!? Didn't I say that! Didn't I --
Action:		
Timing:		

EPISODE # 100242

39

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 237 Pnl. A Bg. day night

Dialog:	BEEMO: WAAAH!
Action:	- Beemo struggles like a Beetle on its back - Smoke comes out of the hole in Beemo's head
Timing:	

EPISODE # 100242

Production :

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# ADVENTURE TIME



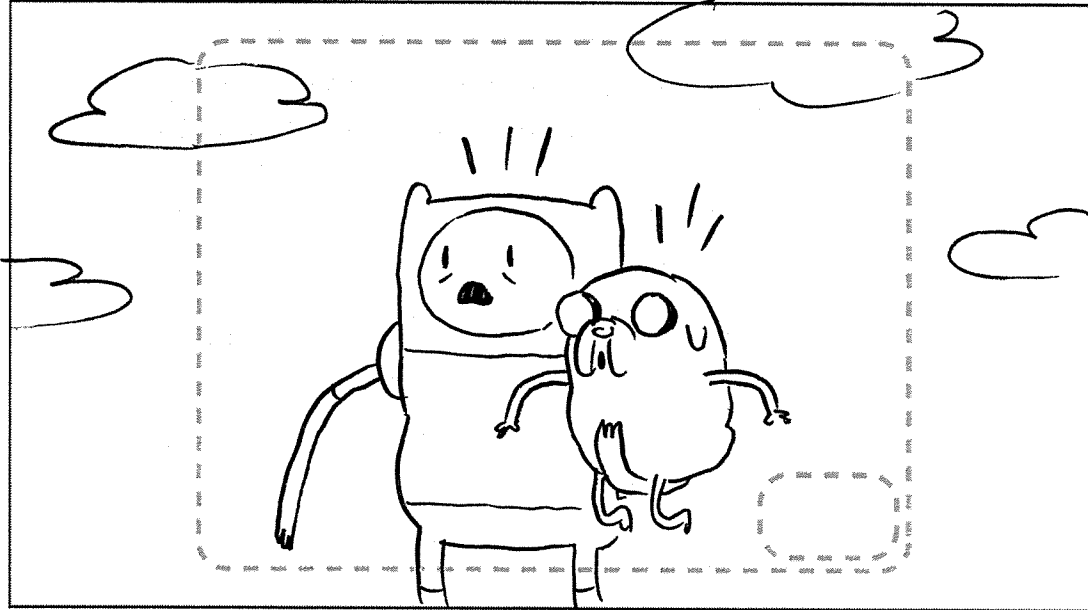
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Sc. 238

Pnl. A

Bg.

day night



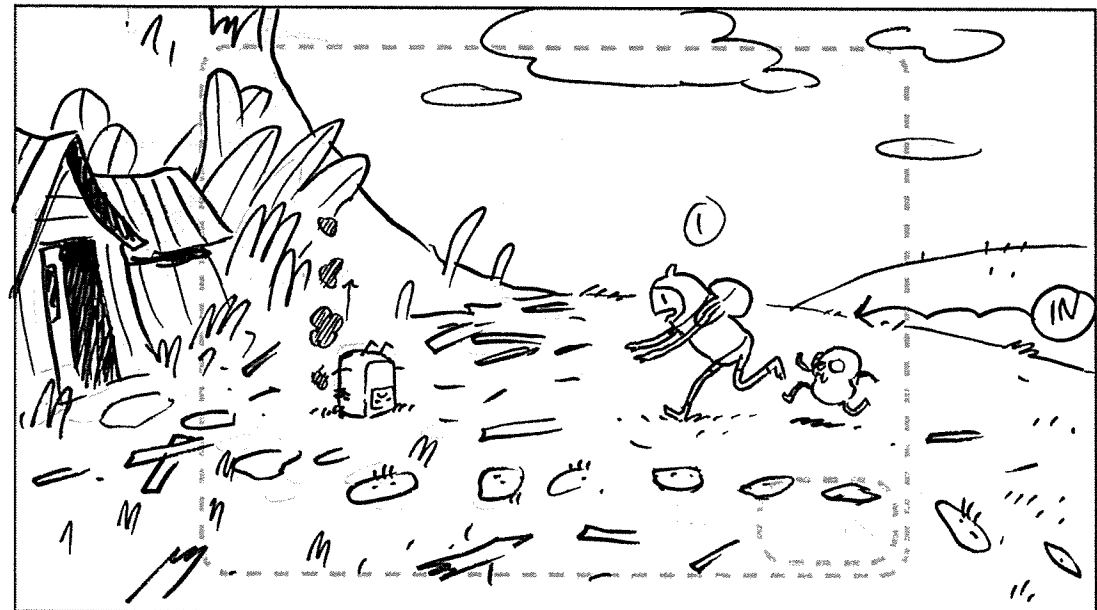
Sc. 239

Pnl.

A

Bg.

day night



Dialog:

(F:) OH CRUD! BEEMO!!  
(J:) BEEMO!

Action:

Timing:



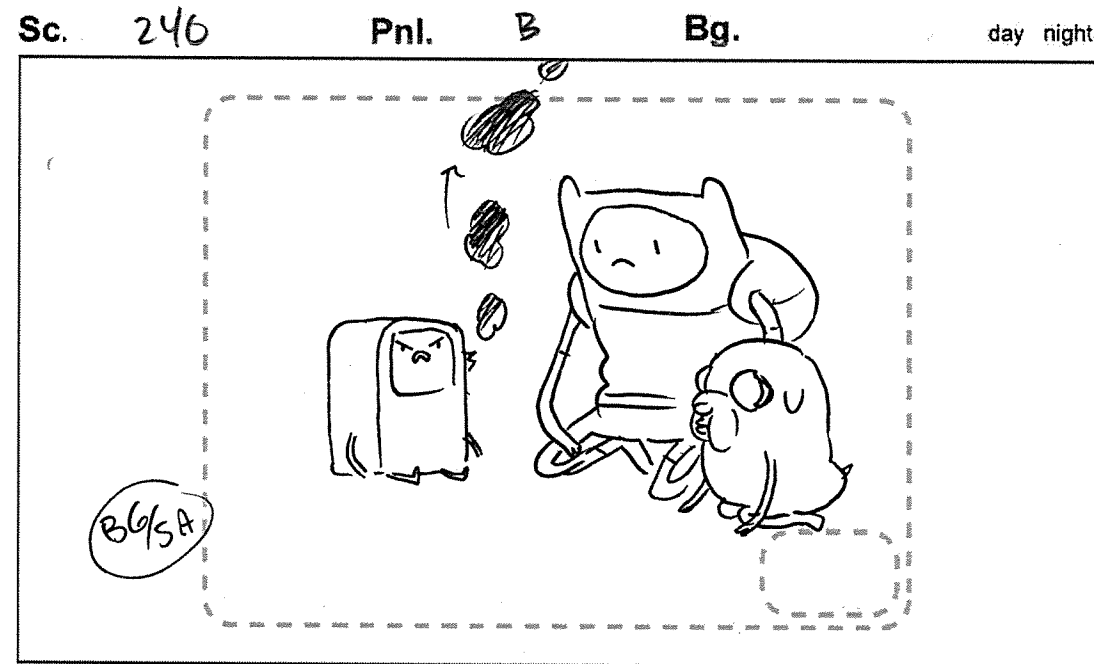
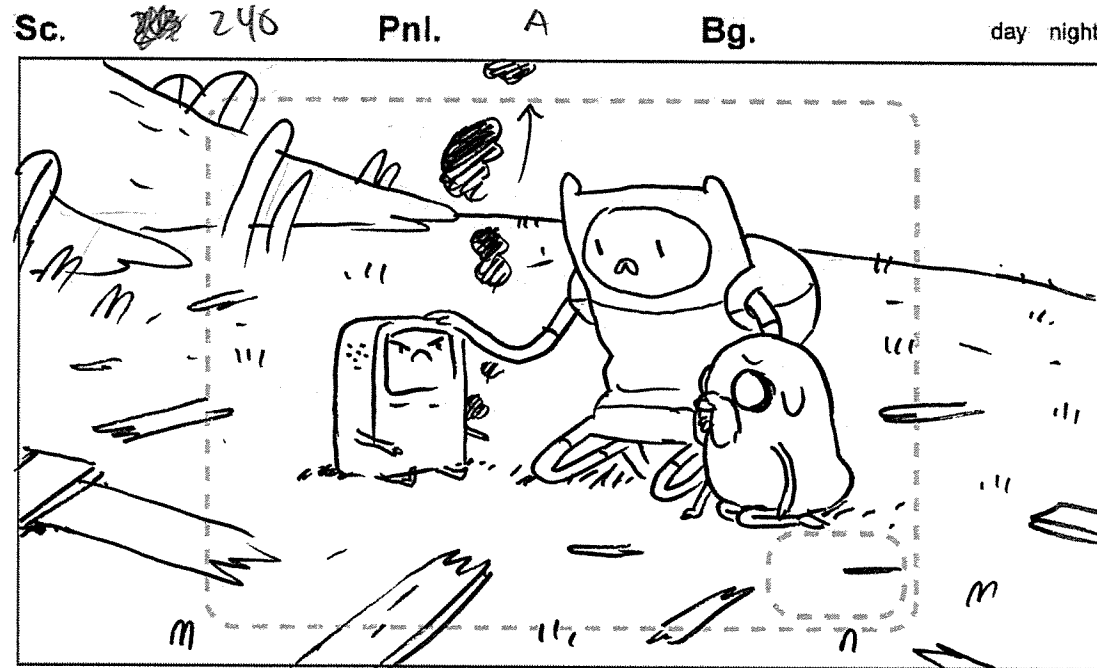
EPISODE # 100242

Production :

# ADVENTURE TIME



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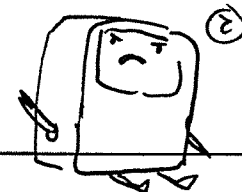
Dialog:

(F:) I'm sorry buddy -

(Bemo:) ① FINN, I told you about the danger - ② and now look!

Action:

Timing:



EPISODE #

100242

Production :

# ADVENTURE TIME



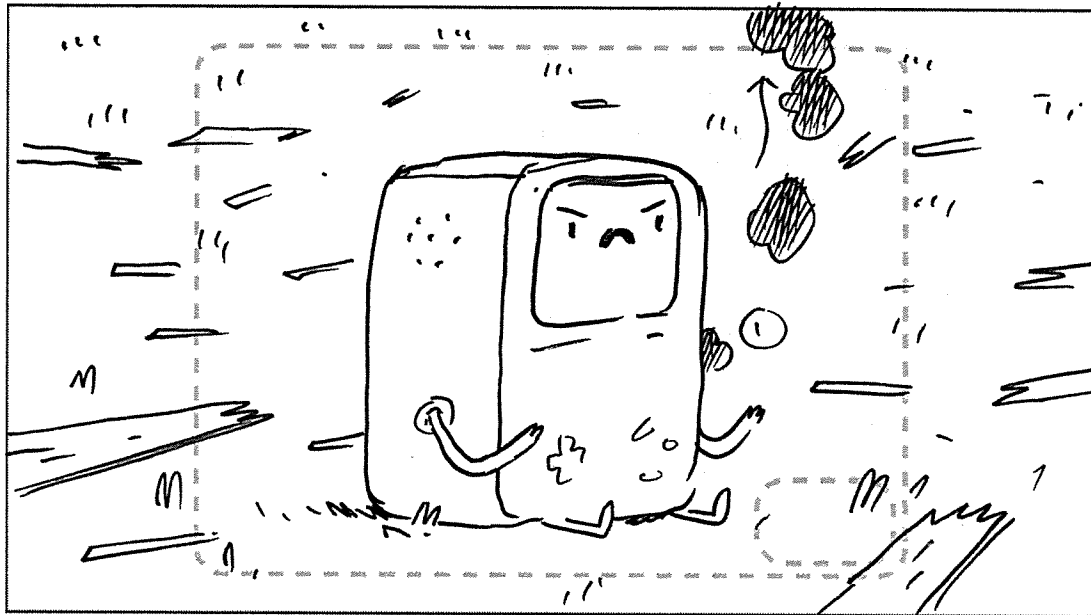
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Sc. 241

Pnl. A

Bg.

day night

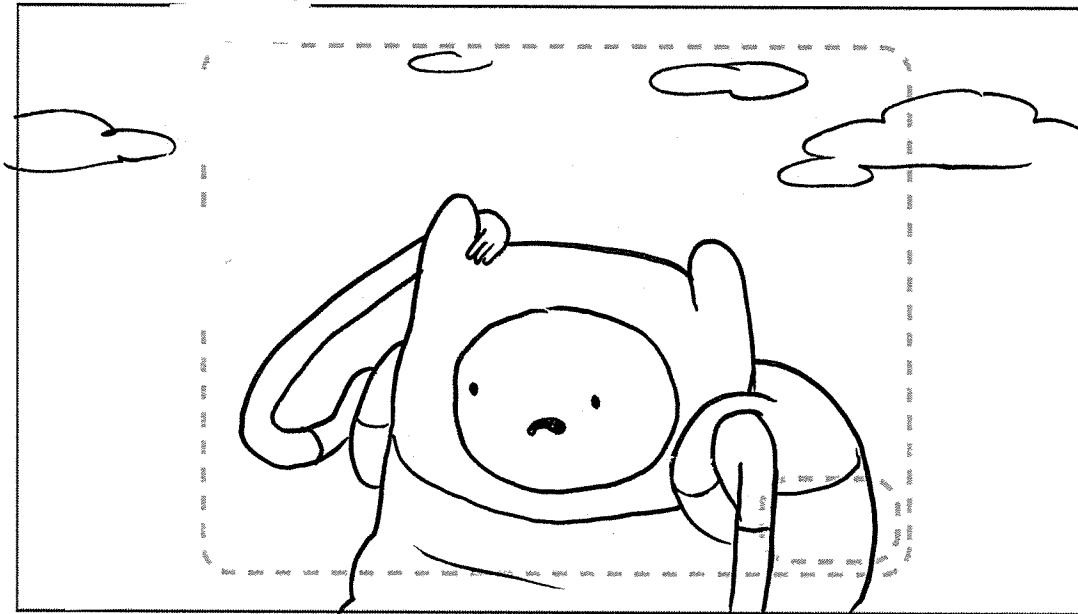


Sc. 242

Pnl. A

Bg.

day night



Dialog:

**BMO:** ① ~~you~~ You fricaseed my stuff,  
② and broke our house  
all up!

**F:** I know, I know...  
I was double butt... for real.

Action:



Timing:

EPISODE # 100242

Production :

# ADVENTURE TIME



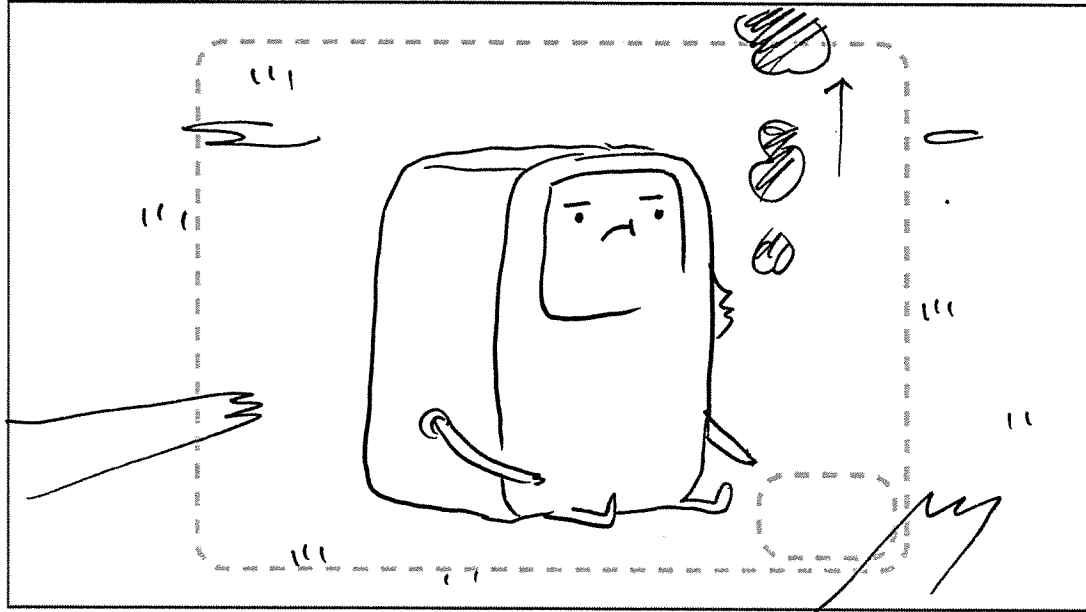
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Sc. 243

Pnl. A

Bg.

day night

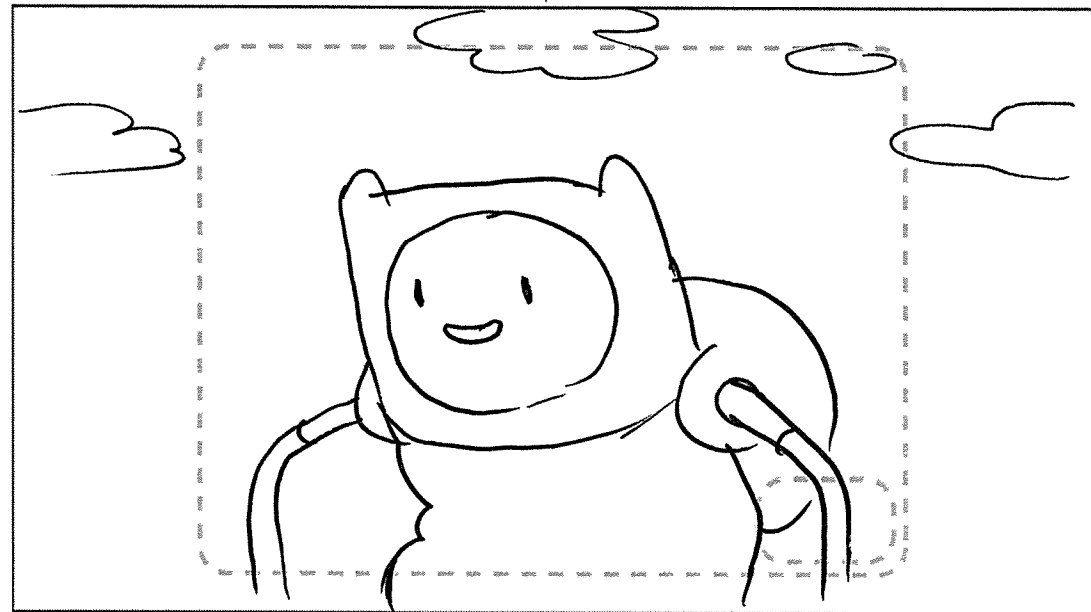


Sc. 244

Pnl. A

Bg.

day night



Dialog:

- BEAT -

(F:) But man, now that we know  
what to expect -

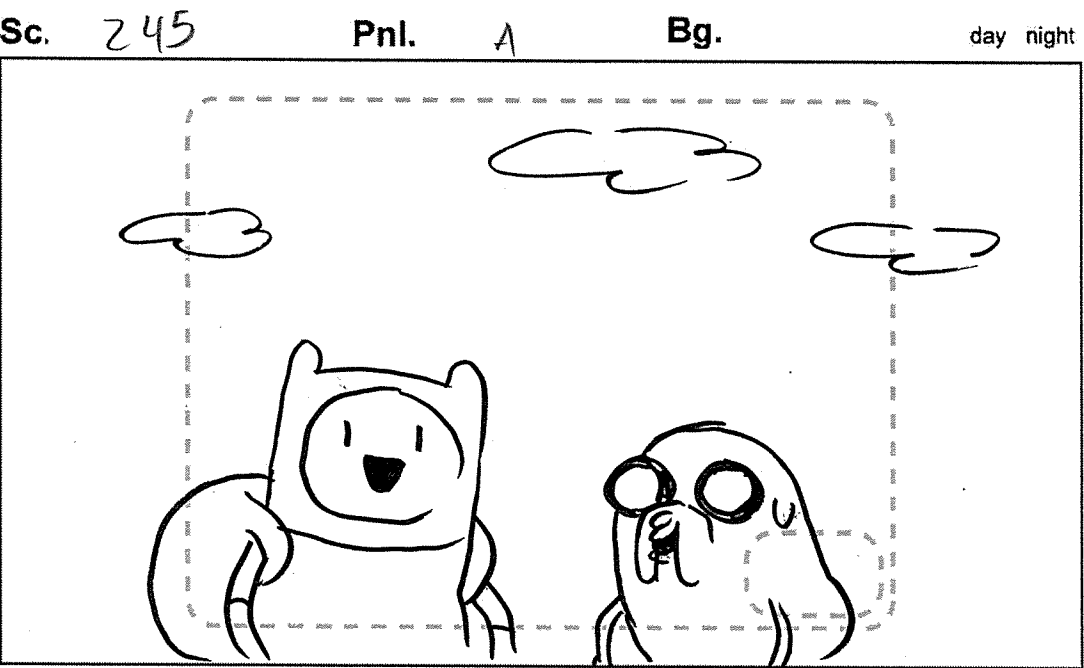
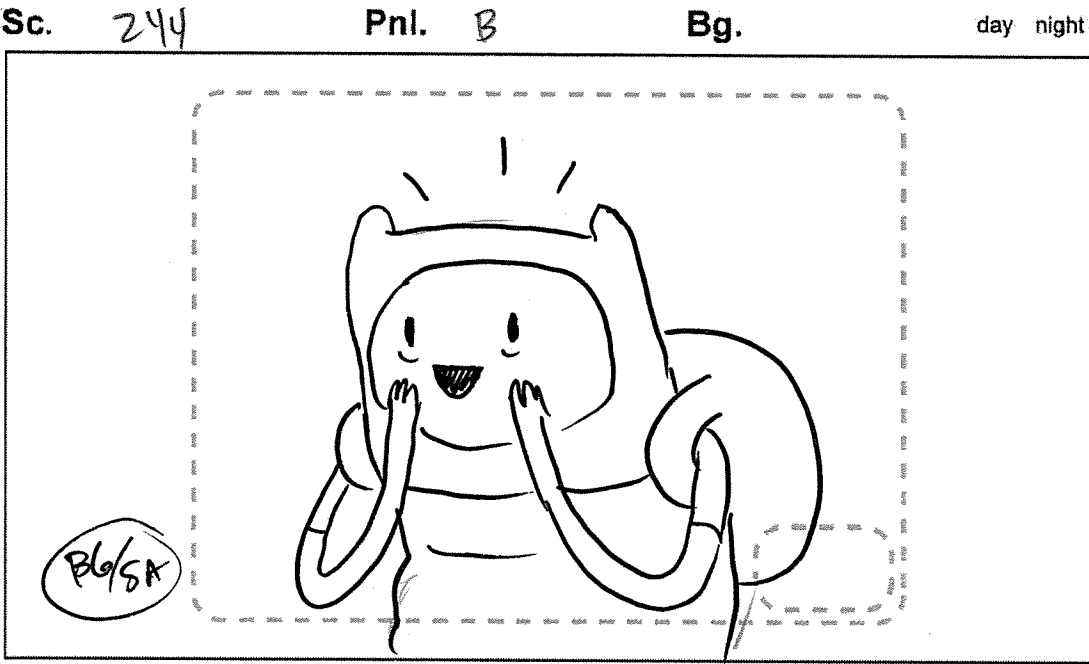
Action:

Timing:

EPISODE # 100242  
94

Production :

ADVENTURE TIME



Dialog:	(F:) next time will be way more fun!	(F:) imagine being inside "BRAIN CHASERS" or "JUNGLE FIASCO"
Action:		
Timing:		

EPISODE # 10 0242

45

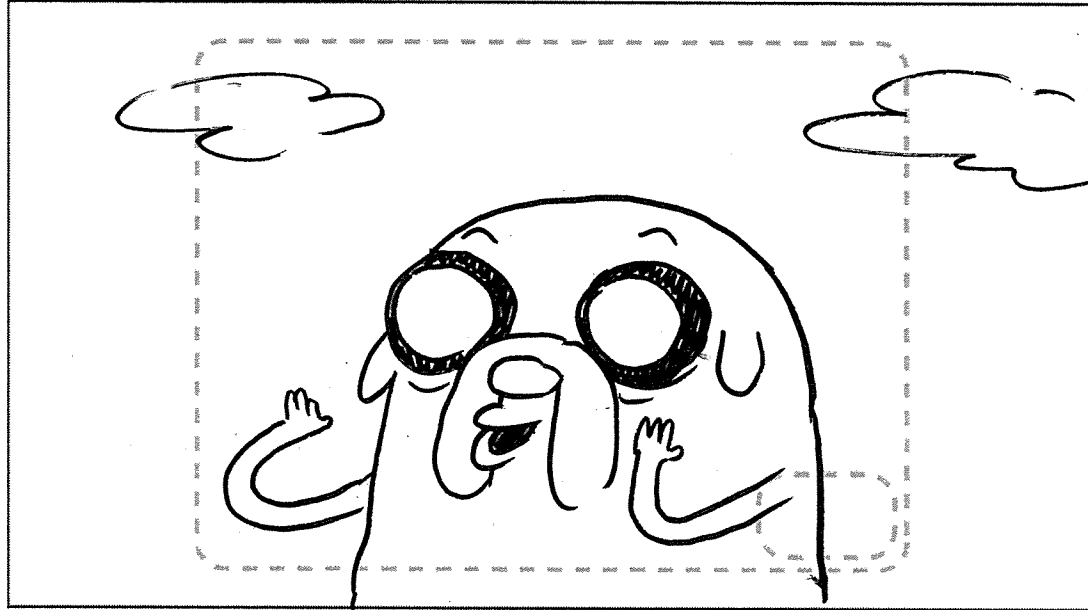
Production :

# ADVENTURE TIME

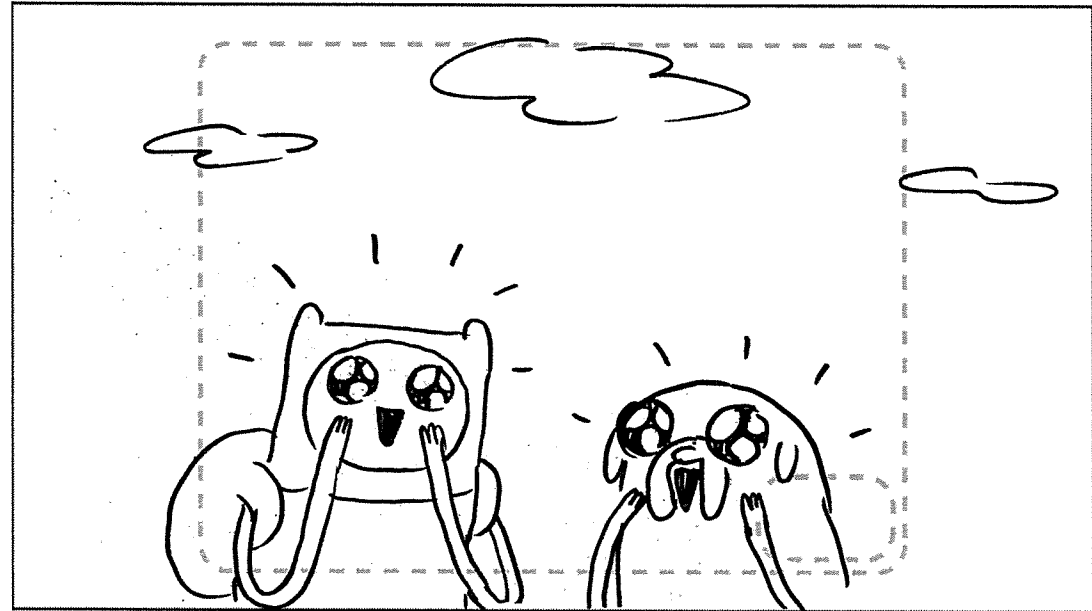


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Sc. 246 Pnl. A Bg. day night



Sc. 247 Pnl. A Bg. day night



Dialog:

J: yeah yeah- or  
"SUPER ULTRA HOUSE BREAKERS"!

F+J: \* GASP! \*

Action:

Timing:

EPISODE # 100242

Production :

46

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# ADVENTURE TIME



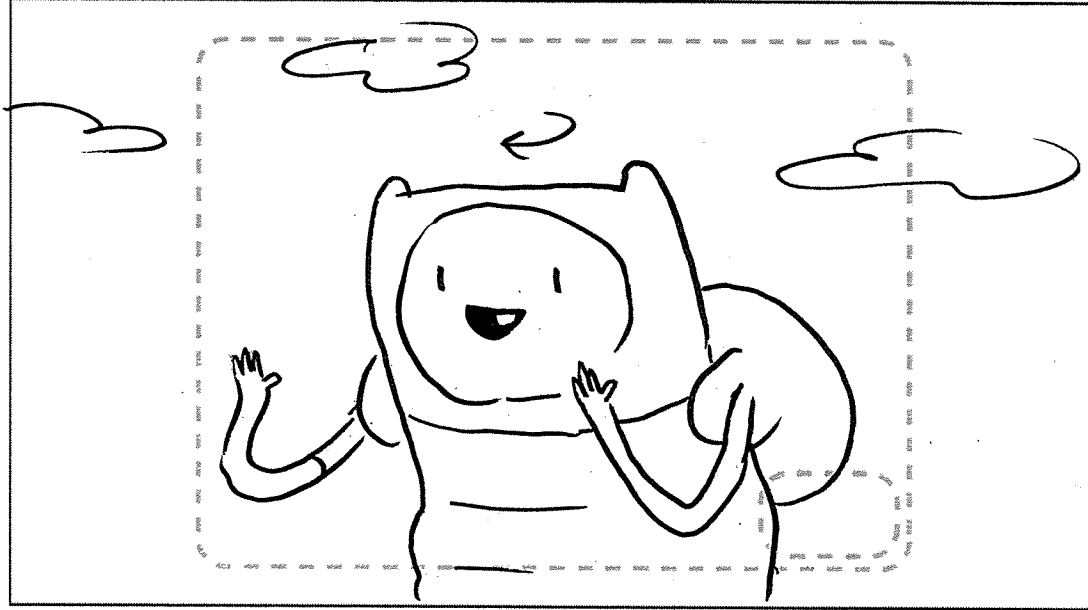
Page 268

Sc. 248

Pnl. A

Bg.

day night

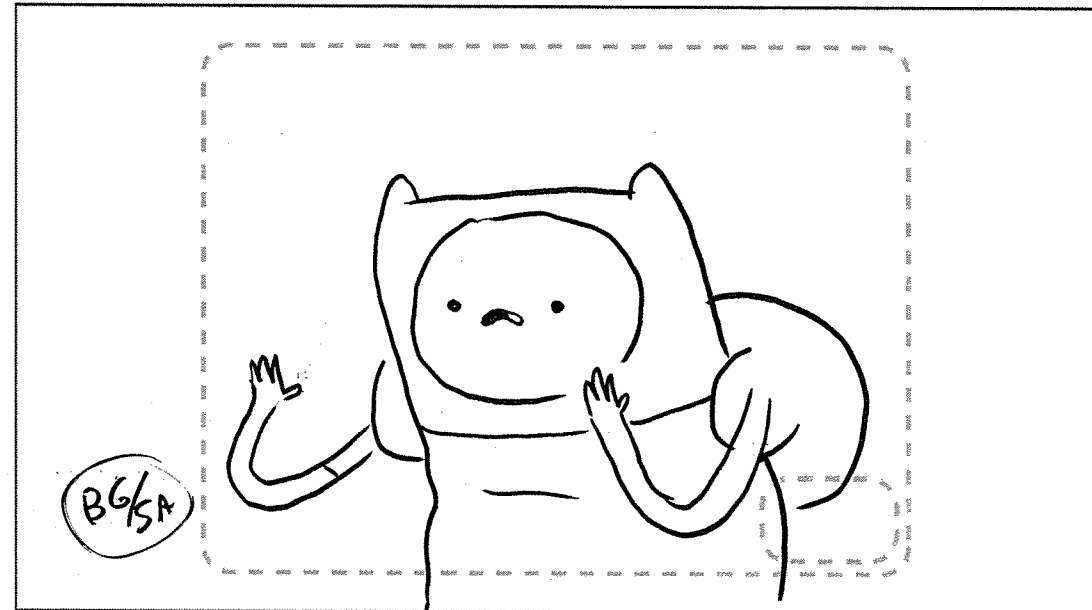


Sc. 248

Pnl. B

Bg.

day night



Dialog:

(F:) How BOUT IT BEEMS - You IN!?

Action:

Timing:

EPISODE # 100242

Production :

47



# ADVENTURE TIME



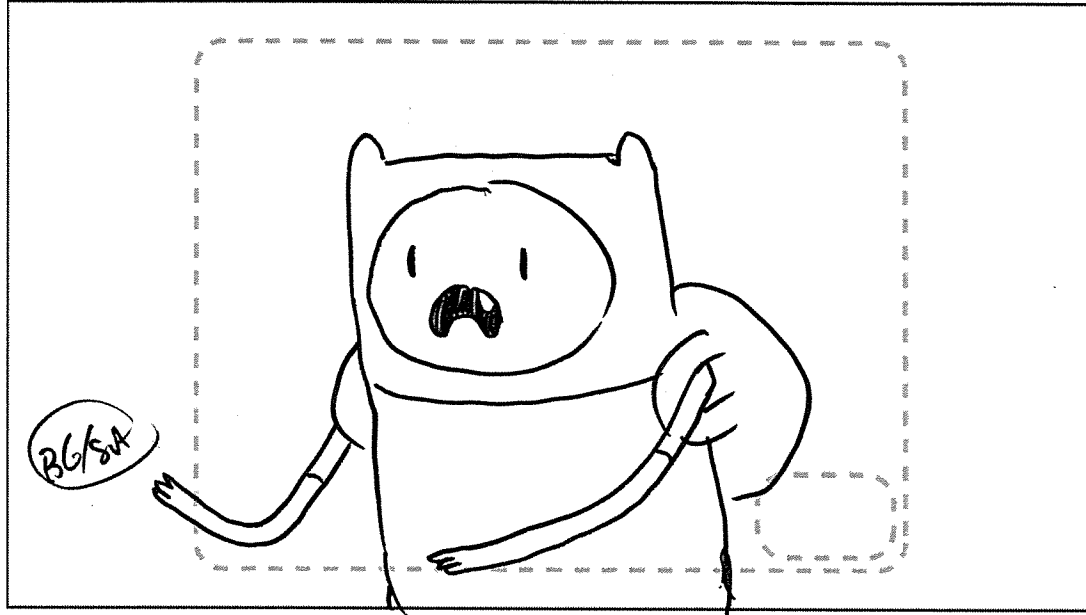
Page 269

Sc. 248

Pnl. C

Bg.

day night

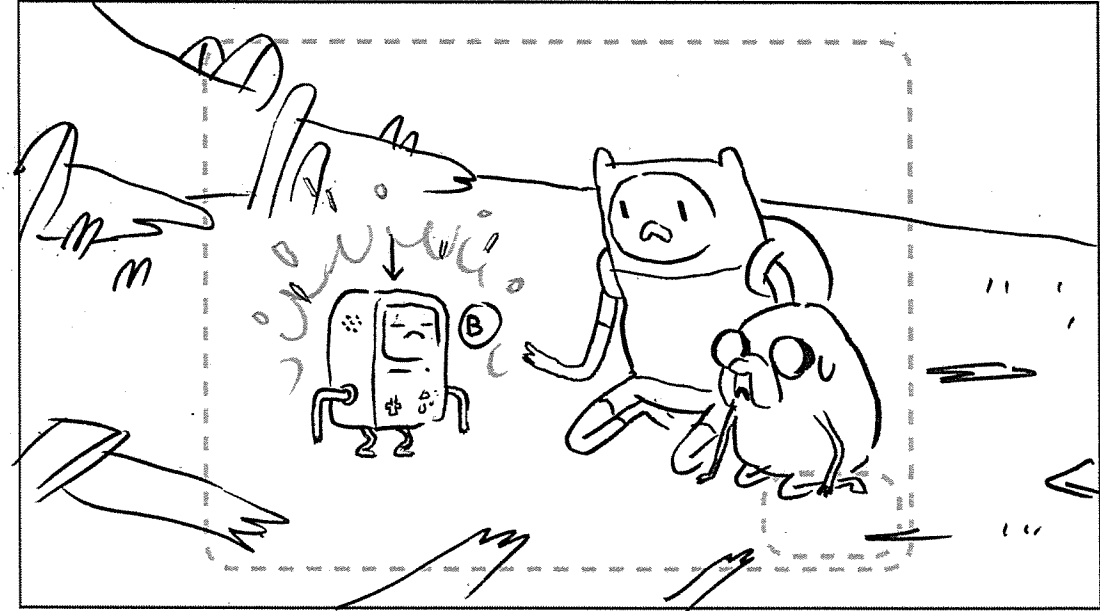


Sc. 249

Pnl. A

Bg.

day night



Dialog:

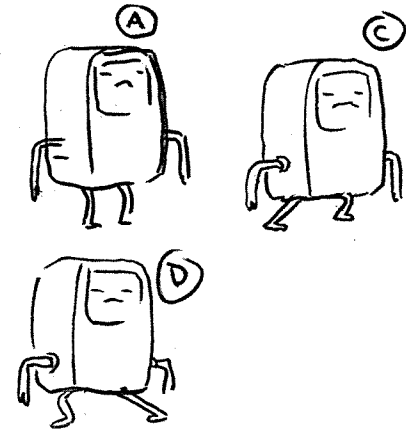
(F) HEY!!

(F) That's not funny man!

Action:

Beemo goes  
A B A C A  
energy sparks come off Beemo

Timing:



EPISODE # 100242

Production :

# ADVENTURE TIME



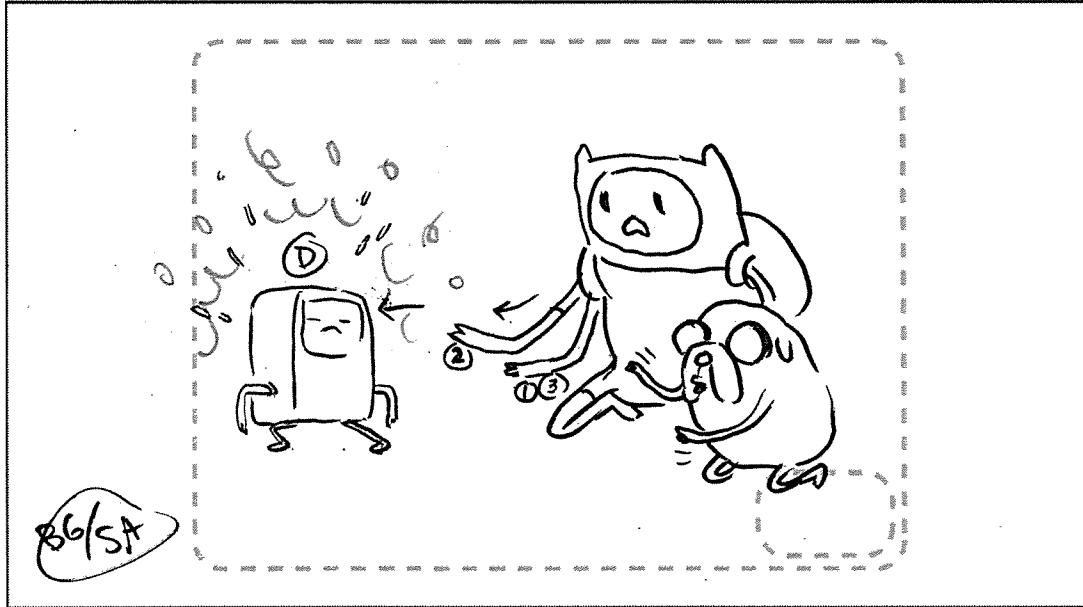
Page 270

Sc. 249

Pnl. B

Bg.

day night

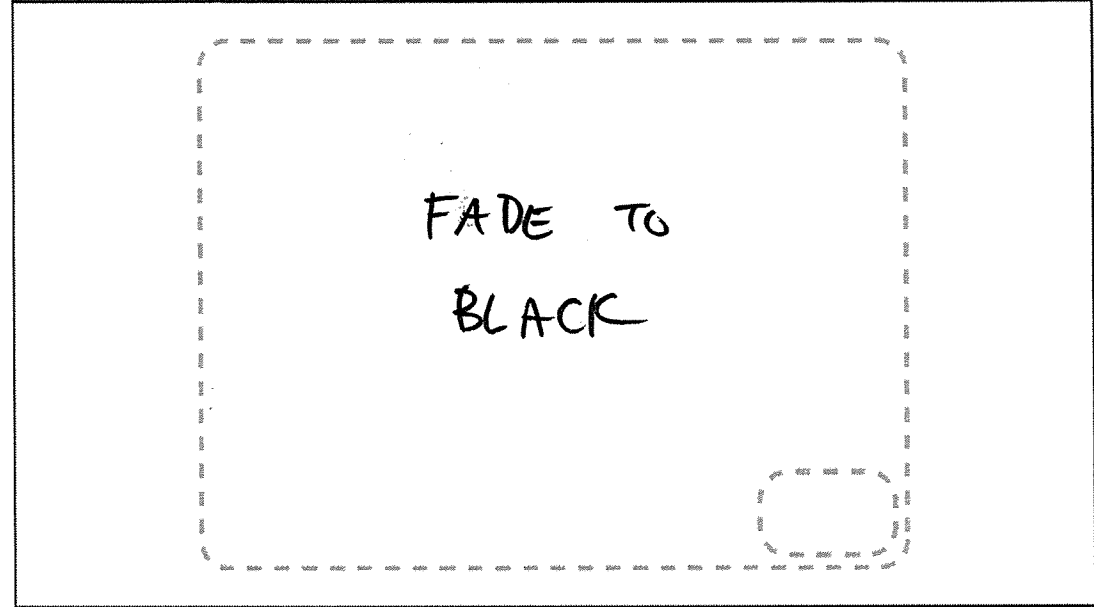


Sc. 249

Pnl. C

Bg.

day night



Dialog:

(J): c'mon, knock it off Beemo!  
we were only jokin'!

(F.): c'mon, stop messin around.....  
BEE MO! ....

c'mon MAN! (fades out as Finn talks)

Action: ( Beemo moves away when Finn reaches out -  
- A D B A B etc...  
- energy sparks come off Beemo.

Timing:

EPISODE # 100242

Production :